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Games Master

PLAYSTATION ✸ NINTENDO 64 ✸ DREAMCAST ✸ PC ✸ PS2 ✸ ARCADE ✸ GAME BOY

EXPOSED!

PERFECT DARK

BETTER THAN GOLDENEYE?

RATED!

RIDGE RACER 64

MENTALLY FAST RACER POWERSLIDES ONTO N64!

REVIEWED!

RESIDENT EVIL: CODE VERONICA

THE ULTIMATE EVIL PLAYED TO DEATH INSIDE!

PLAYSTATION 2

WORLD EXCLUSIVE LAUNCH REPORT LIVE FROM TOKYO! DON'T MISS IT!

ISSUE #93

future PUBLISHING Media With Passion

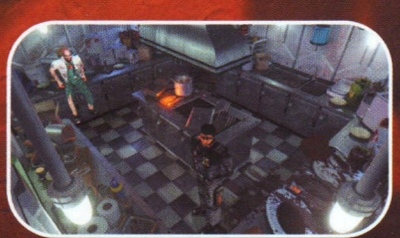
#93 APRIL 2000 £2.75 NFL 15.25

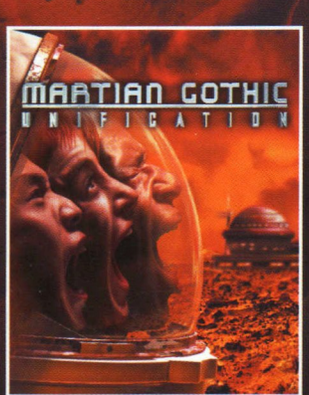
REVIEWS ✸ TIPS ✸ PREVIEWS ✸ NEWS ✸ 132 PAGES ✸ COMPETITIONS

HELL WILL BE BORN IN THE HEAVENS

MARTIAN GOTHIC
UNIFICATION

THREE LIVES. ONE DISEASE. ONE FUTURE.





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Games Master

THIS MONTH'S GREATEST GAMING MOMENT...

PLAYSTATION 2 IT'S ALIVE

Praise the great god of gaming goodness! It be here! Run into the streets, shout it to the rooftops! Throw your hats in the air and do a song and dance number with people you've never met before!

The most powerful console ever seen will be sending Japan mental by the time you read this. We couldn't wait for the official release on March 4th and instead went to Tokyo for an exclusive first go on Sony's wonder machine. Scrabble your way to page 68 for eight packed pages where we give you the lowdown on all the launch games, the Dual Shock 2, the DVD and the add-ons. It's so exciting you'll need a flask of tea and a bit of a sit down to recover...

Got your breath back? Well get it bated it right back up for a flesh flaying review of *Res Evil: Code Veronica* on the Dreamcast (page 78). Evil's never looked so lovely. Look out too for an info packed guide to the DC VMU. We show you how to play free games on Sega's genius memory card [illegible]

Don't forget your trusty ol' PlayStations and N64s, mind. Games like the eye napalming *Fear Effect* (page 86) on Sony's grey beauty and the mind blowing *Perfect Dark* (page 22) on Ninty's swollen fun box show how much poke they've still got under the bonnet. And what's this? The Game Boy Color doing *Tomb Raider* and *Metal Gear Solid*!

Has there ever been a better time to be a gamer? We think not. So crack open your free Jawbreakers, sit back, relax and enjoy the mag!

Daniel Griffiths,
Editor

EXHUME THE PRISTINE CORPSE OF CAPCOM'S LATEST EVIL PAGE 78

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PLAYSTATION 2
REVIEWS • TIPS • PREVIEWS • NEWS • 132 PAGES • COMPETITIONS

COVER STUFF

PLATSTATiON 2 ..... P68
PERFECT DARK P22
RESiDENT EViL CODE: VERONiCA ... P78
RESIDENT EVIL: SURVIVOR P30
ViRTUAL ON P26
WORLD TOURING CARS P42
SOLDiER OF FORTUNE P100
GHOUL PANIC P44
FEAR EFFECT P86

GamesMaster, Future Publishing,
30 Monmouth Street, Bath BA1 2BW
Tel: (01225) 442244
Fax: (01225) 732341
e-mail: gamesmaster@futurenet.co.uk

Editor Daniel Griffiths
Deputy Editor Robin Alway
Art Editor Graham Dalzell
Production Editor Jonnie Bryant
Reviews Editor Oliver Hurley
Designer Paul Tysall
Staff Writers Dave Harrison, Andreas Olsson
Contributors Simon Kirrane, Steve Williams, Andrea Ball, Andrew Collins, Martin Kitts, Steve Brown, Jamie Sefton, Jes Bickham, Tim Weaver, Alex Bickham, Nick Jones, Mark Green, Kieron Gillen,

Man in Japan Chris DiMaggio

Ad Manager Anne Green
Classified Sales Darren Grattan

Publisher Alison Morton
Group Publisher Rob Price
Managing Director Jane Ingham
Chief Executive Greg Ingham

Circulation Director Sue Hartley
Prod Manager Lou Reffell
Prod Co-ordinator Jason Frith
Ad Design Manager Steve Michaels
Ad Design Michelle Trewavas
Customer Services Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset TA11 6BR, Tel: (01225) 822510
Overseas Licenses
Call Chris Power on +44 (0) 1225 442244 or fax +44 (0) 1225 446019

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NOW LOADING...

THE WORLD'S MOST EXCITING GAMES MAG BEGINS!

page 68

PlayStation

PLAYSTATION 2 SPECIAL

AT LAST! IT'S HERE! THE MOST POWERFUL CONSOLE EVER. WE WENT TO JAPAN TO HAVE THE FIRST GO!

EXCLUSIVE!

REVIEW!

PlayStation

page 84

SYPHON FILTER 2

DEEP IN ENEMY TERRITORY WITH A ONE MAN ARMY!

RESIDENT EVIL: SURVIVOR

PREVIEW!

page 30

HOW CAN YOU KILL WHAT DOES NOT LIVE? WITH A LIGHT GUN!

FREE POSTERS!

WALL SNOGGING GAME ART! RIP IT OUT AND CHUCK IT UP!

page 84

WIN COOL STUFF!

GET YOUR MITTS ON SOUTH PARK THE MOVIE VIDS!

page 15

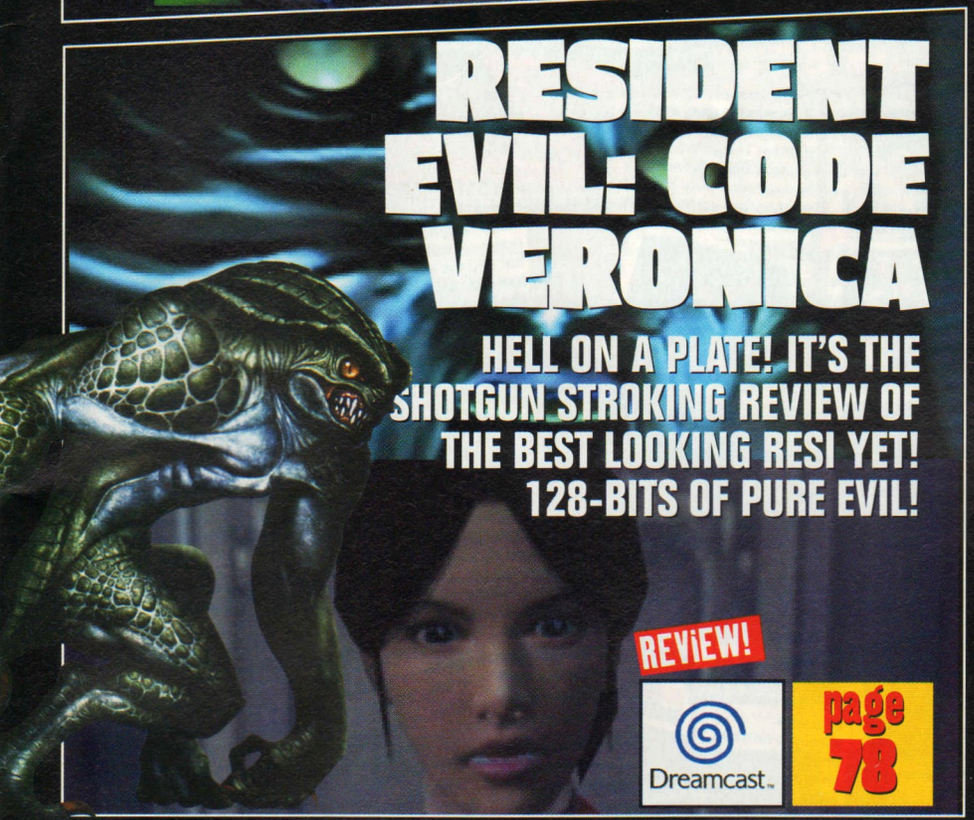
PERFECT DARK

PREVIEW!

page 22

UNDERCOVER WITH THE WORLD'S MOST WANTED SHOOTER!

RESIDENT EVIL: CODE VERONICA



HELL ON A PLATE! IT'S THE SHOTGUN STROKING REVIEW OF THE BEST LOOKING RESI YET! 128-BITS OF PURE EVIL!

REVIEW!

page 78

page 46

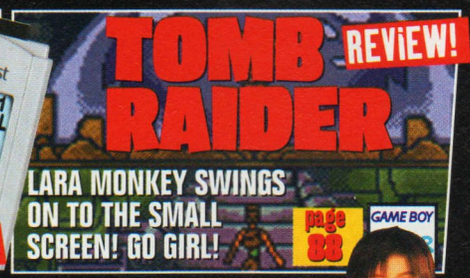
PLAY FREE GAMES ON YOUR VMU!

VMU TIPS & TRICKS

SPECIAL!

TOMB RAIDER

REVIEW!



LARA MONKEY SWINGS ON TO THE SMALL SCREEN! GO GIRL!

page 88

RIDGE RACER 64

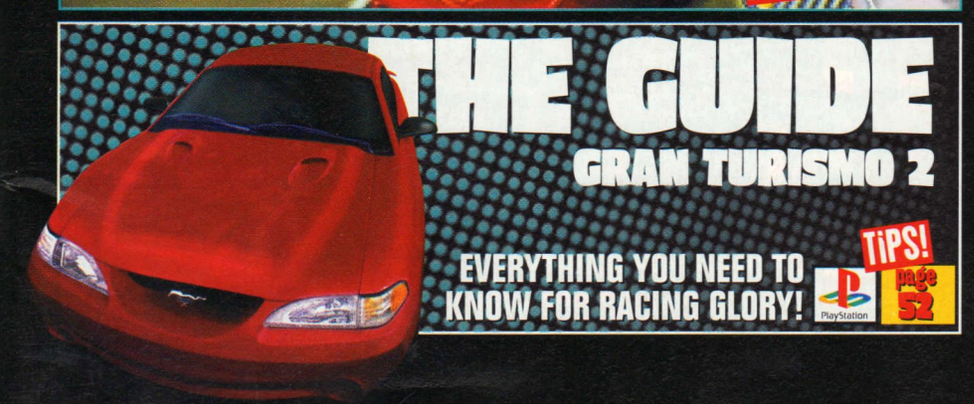
page 82

CHEEK RIPPLING SPEED AND THE WHIFF OF MELTING RUBBER! N64 GETS SOME REAL RACING ROOTS AT LONG LAST! FLOOR IT!

REVIEW!

THE GUIDE

GRAN TURISMO 2



EVERYTHING YOU NEED TO KNOW FOR RACING GLORY!

TIPS!

page 52

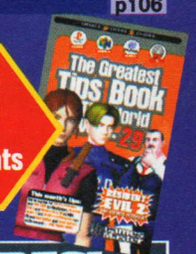
NIPPY FINGERS!

in a rush? Then here's a quick guide to the gaming highlights:

Castlevania: Leg of Darkness	N64	p103
Cricket 2000	PSX	p115
Chase the Express	PSX	p10
Commandos 2	PC	p14
Delta Force 2	PC	p114
Deus Ex	PC	p34
Driver 2	PSX	p10
Dune	PSX	p112
ECW Hardcore Revolution	GBC	p115
ECW Hardcore Revolution	PSX	p110
Everybody's Golf 2	PSX	p15
Fear Effect	PSX	p86
Final Fantasy 8	PC	p115
Ghoul Panic	PSX	p44
Metal Gear Solid	GBC	p28
Micro Machines 1 and 2	GBC	p114
Micro Maniacs	PSX	p98
Munch's Oddysee	PS2	p38
Nox	PC	p114
Perfect Dark	N64	p22
Rayman 2	DC	p96
Resident Evil Code: Veronica	DC	p78
Resident Evil: Survivor	PSX	p30
Resident Evil Zero	N64	p13
Ridge Racer 64	N64	p82
Ridge Racer Type 4	PSX	p11
Samba de Amigo	ARC	p14
Sega GT	DC	p11
The Sims	PC	p92
Slave Zero	DC	p90
Soldier of Fortune	PC	p100
Star Ixiom	PSX	p104
Superbike 2000	PSX	p115
Syphon Filter 2	PSX	p84
Thief 2: The Metal Age	PC	p40
Tomb Raider	GBC	p88
Tomb Raider 4	DC	p113
The Typing of the Dead	ARC	p14
UEFA Champ League '99/'00	PSX	p114
Vanishing Point	PSX	p12
Virtual On	DC	p26
Wild Metal	DC	p102
The World Is Not Enough	PS2	p12
WTC: World Touring Cars	PSX	p42
WWF Smackdown	PSX	p108
Zombie Revenge	DC	p106

FREE BOOK!

Play to win with 68 pages of smack up to date tips and cheats for the toughest games!



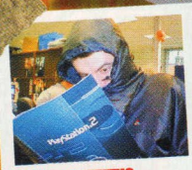
REGULAR FEATURES!

HOT NEWS	8	NEW GAME REVIEWS	77
CHARTS	16	OUT NOW	116
COMING SOON!	18	BATTERY POWERED!	118
ATTRACT MODE	21	GRIP CHIMP	121
TIPS	49	CART BOOT SALE	126
SUBSCRIPTIONS	64	G-MAIL	128
BACK ISSUES	65	NEXT MONTH	130

Games Master

Who's who in issue #93?

Z00!



DANIEL GRIFFITHS
CENTRAL PROCESSING UNIT

This month GM has gone PS2 spare, with Daniel buried in his PS2 program from the PS2000 Expo! While wearing his exclusive PS2 coat of course! Lordamercy!

JONNIE BRYANT
EMOTION ENGINE

Jonnie's so PS2 barmy he jetted off to the show himself – and all he bought us was a lousy Ø Story demo disc!

DAVE HARRISON
MULTI-TAPPED

"Cor, what's that smell? It's these PlayStation2 games! They stink!" shouts Dave. "Give me a Wonderswan any day!" he said before eating dirt and walking backwards.

ROBIN ALWAY
SMART CABLE

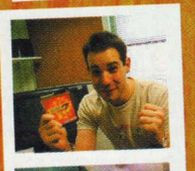
"Hmm, if I spray this PlayStation black maybe I could..." Ah ha! caught you red handed, Alway! And yo, like Buck's Fizz, this camera NEVER lies.

Steve's sold everything he owns to raise cash for a PlayStation 2 "I've only the kitchen sink to go!" he said – naked from the waist down.

STEVE WILLIAMS
MALE/FEMALE ADAPTER

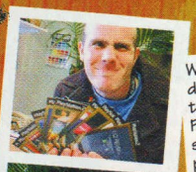
GRAHAM DALZELL
GRAPHICS PROCESSOR

"Whassat? £2000 for a PlayStation 2?! Ah well back to the crank calls...



OLIVER HURLEY
JOYPAD

Ollie tries to play a PlayStation 2 disc on his PlayStation. And it might have worked too, if he wasn't such a MUPPET!



PAUL TYSALL
GRAPHICS CO-PROCESSOR

With a full set of demo discs from the PS2 show Paul was straight on the phone flogging them! "Yeah chief, £500. And I do a mean line in Trevor Francis tracksuits!"

JES BICKHAM
VERTICAL STAND

"Saint alive! This Japanese PS2 pamphlet is even better than Razzle!" claims Jes.

Andreas was so overcome with excitement at the prospect of the PS2 that he put the bag on his head.

ANDREAS OLSSON
UTILITY DISC

One glimpse of the PS2 shots had Collins straight down the car boot sale. "Wonderswan 50p?" You'll be lucky...

ANDY COLLINS
LARGE SCALE INTEGRATION

ALEX BICKHAM
MULTI-OUT

Alex has taken Dave hostage and will only return him in exchange for a PS2. "After all," he reasons "You just can't play GT200 on Dave."

JAMIE SEFTON
I/O BUS

"These PS2 demo discs, they're... they're... beautiful!" And with that Sefton was off hitching – to Tokyo!

SIMON KIRRANE
MEMORY CARD

"Yup, all set," says Kirrane, "I've got my tickets to Tokyo, my passport, my Roubles, er... hang on a mo..."

MARTIN KITTS
MIP-MAPPER

While awaiting the arrival of his PS2 Kittey idly entertains himself by imitating fish with his discs. Very wise.

ANDREA BALL
SPECIAL EFFECTS

Without a PS2 to play them on Ball choose her fave demo by merit of sleeve alone. "I like the blue and red on the GT2000 cover," she said "it matches my eyes."

KIERON GILLEN
D-PAD

"What's inside this innocent looking PS2 box?" wonders Keiron. SHAZZAM! And suddenly he disappeared...

What's that you're up to Nick? Oh you're selling your Granny to buy a PlayStation 2! Genius!

NICK JONES
SOUND CHIP

STEVE BROWN
HORIZONTAL STAND

"There's no way anyone's getting my PS2 demo discs," boasts Steve. "See? I've disguised them as some elaborate face furniture!" Neat.

"Ah, one more glance at my PS2 discs," thinks Wil. Oh no! They've been half-inched by tea-leaves!

WIL OVERTON
RANDOM INTEGER

SPEC OPS™

STEALTH PATROL

Drafted back for real-time ACTION

RECOGNIZING THAT I WILL ENDEAVOUR
TO UPHOLD THE PRESTIGE AND HONOUR OF MY
CHOSEN PROFESSION ACKNOWLEDGING THAT
A RANGER IS AN ELITE SOLDIER
AT THE CUTTING EDGE OF BATTLE NEVER SHALL
I FAIL MY COMRADES GALLANTLY WILL I
SHOW THE WORLD THAT I AM A SPECIALLY TRAINED SOLDIER
ENERGETICALLY WILL I MEET THE ENEMIES
OF MY COUNTRY AND NEVER LEAVE A FALLEN COMRADE
READILY WILL I DISPLAY THE FORTITUDE TO
FIGHT ON THOUGH I BE THE LONE SURVIVOR

EXTRACTED FROM THE RANGER CREED

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HOT NEWS

You want news? We got it! Here at GamesMaster Towers we make sure that we bring you the very latest in steaming hot gaming news each and every issue! So sit back, put your feet up and enjoy...

RIGHT HERE RIGHT NOW!

UK RELEASE DATE CONFIRMED BY OFFICIALS

■ GAMESMASTER'S JAPANESE VISIT HITS PAY DIRT ■ DEERING REVEALS SONY'S EUROPEAN PLANS ■

We have waited a year since the first announcements concerning PS2's Japanese launch and now we find out we have to wait another six months before the console turns up on these shores.

In a conversation between Dan (our Editor) and Chris Deering (the boss of Sony Europe), GM were told that the European release date Sony were aiming for was the 29th of September, making it five years to the day since the European launch of the original PlayStation.

The wait is going to be hard enough as it is but, now that we're getting solid facts about the console, things may well become unbearable – as shown by the 200,000 PlayStations that were sold before the launch on the PlayStation 2 server (www.jp.playstation.com) which then crashed under the amount of traffic it had to contend with. (It now has a group of support servers so that it can handle 1.2 million hits it get an hour.)

Okay, so the most impressive home console unit ever has been released into the world in the first few months of a century that will see advances in technology that none of us could even have dreamed of.

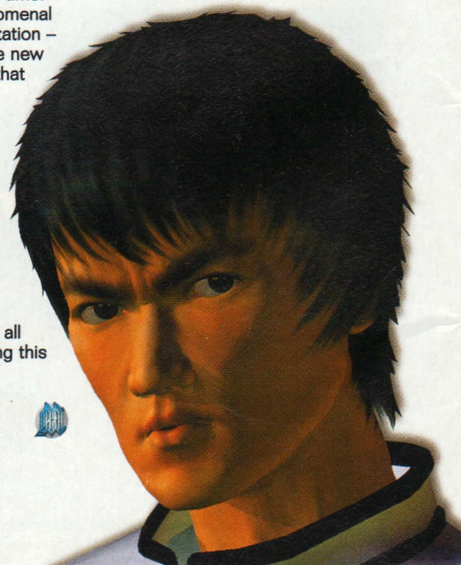
Sony's PlayStation 2 was launched on the 4th of March with 400,000 units released to an all too suspecting public – a much more realistic amount than the 1 million sales that were announced for the first day over a year ago. Now Sony say they will sell 1 million consoles in the first two weeks and it is thought that by the time 2005 rolls around there will be 22 million PlayStations in Japan alone – that's two million more than there are TVs in the UK! Reuters, the agency who issued these figures, also believe that PlayStation 2 will lead the DVD revolution making it a more popular system than VHS.

Obviously this is exciting news, tempered only by the fact that the majority of us will not get a PlayStation 2 for some time. However, after the phenomenal rise of the original PlayStation – which gave Sony a whole new focus – we can be sure that PlayStation 2 is going to have a much greater impact on home entertainment than we could ever have foreseen. It also means that we are going to finally get a games machine that parents won't mind being under the telly thanks to its DVD capabilities.

(Turn to page 70 for all the hard facts concerning this new era of gaming.)

You are now, officially, living in the future.

▲ Gimme, gimme, gimme!



HOW DO I GET MY HANDS ON ONE?

If you really can't wait for a PlayStation 2 and nothing else will do, then your best bet for getting hold of one is to call the independent retailers. The first prices on release were expected to go as high as £2,000 (the first Dreamcast was available for £1,500) but should settle down to £800 and then around £500 after a few months. If the UK is flooded with imports then it is unlikely that the price will go much lower. So, if you really want to get hold of a PlayStation 2 and haven't got a bag-load of cash creating and inferno in your pants then either enter one of the gazillion competitions to win one or get patient.

PlayStation.2

FLIPPER COMETH

MORE NEWS ON DOLPHIN'S RELEASE DATE

■ CAUTIOUS PROGRESS FROM NINTY ■ GAME BOY SUCCESS TEMPERS LAUNCH ■

Both of Nintendo's forthcoming consoles – the Dolphin and the Game Boy Advance – have had their US and UK launch dates delayed, with neither likely to be released until the autumn of 2001. Each platform was initially expected to hit the shelves in time for Christmas, the gaming industry's most profitable time of year.

Despite the huge amount of industry rumours and speculation regarding Nintendo's forthcoming hardware, they have still to confirm European release dates.

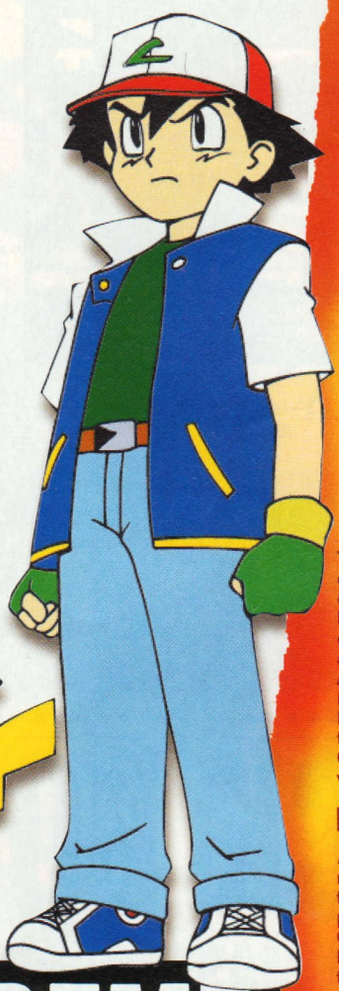
The latest from Nintendo is that they are still working towards releasing both the Dolphin and GB Advance in Japan before the end of the year although, regarding the Dolphin, they say it's "going to be tight." In more promising news, they have announced that IBM has already produced a staggering two million central processing chips for the console, furthering speculation that Ninty will, in fact, have a Dolphin system up-and-running at their Spaceworld show in Tokyo in May of this year.

Should the Dolphin not emerge until late next year it could actually work in Nintendo's favour as there would, in theory, be a lot more 'must-have' launch titles.

The Game Boy Advance delays, meanwhile, appear to be due to the continuing success of the Game Boy Color, fuelled by the phenomena that is *Pokémon*. The current version of the handheld, which is now doing significantly better than the N64, is still selling so well that Nintendo are keen to maximise sales before releasing the 32-Bit next-gen handheld. When the GB Advance does finally emerge it should immediately have a potential huge audience due to its backwards compatibility – so you'll still be able to play *Tetris* on it!

► Mario's next-gen debut will now have to wait until next year.

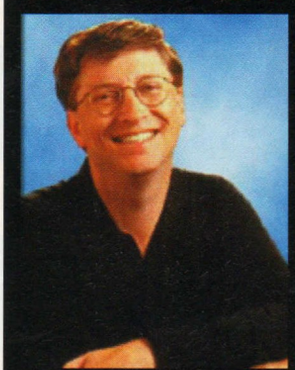
► Pikachu and his chums will also not go on-line until 2001.



X-BOX TO THE EXTREME

GAME DEVELOPERS GET A GLIMPSE

■ BILLY BOY VERSES MARIO ■ GATES MOVES ON CONSOLE MARKET ■



◄The Gatester appears slight rattled by the success of the console manufacturers. He hopes the X-Box will allow him to take a cut of the market.

It was the worst kept secret ever but we now know that Bill Gates will be taking on the might of Sony, Sega and Nintendo in the console market.

After all the whisperings and all the speculation, the gaming industry finally had its first glimpse of Microsoft's X-Box at the Game Developers Conference that was held on the 10th of March in San Jose, California.

This is the first time Microsoft have attempted to make a console and it begs the question why have they chosen now to join the fun?

The PlayStation's success has proved the videogame business can really pay off and with PlayStation 2 set to tighten Sony's grip on the market, Microsoft are keen to prevent Sony 'owning the living room'.

PlayStation 2's DVD and on-line potential capabilities may threatening the attraction of PC's and in particular PC gaming and Bill Gates, just like the Honeyz, ain't going to take it lying down.

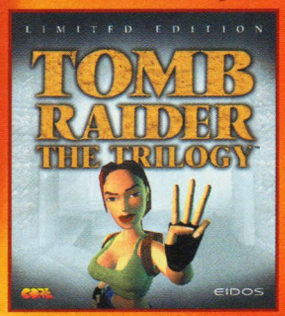
The X-Box will go head-to-head with PS2 with an in-built DVD, a 56k Modem, a 4GB Hard Drive, and a 63MB Memory.

But can the games market support four next generation consoles? The competition has been fierce with just three and Microsoft have no experience in what would be virgin territory, compared with Nintendo and Sega who both have a gaming heritage and brand loyalty. Sony managed to muscle there way in, but the cost of failure and loss of face would be most damaging to the PC kings.

SCANDAL MONGER!

LARA'S BOX

PC gamers will be able to get their hands on a whole bundle of fun as the complete Lara world will be available in a limited edition box set. The collector's pack will include the original *Tomb Raider*, *Tomb Raider 2: Dagger of Xian* and *Tomb Raider 3: Adventures of Lara Croft*. And all for £39.99! Bargain...



IT'S IN BLACK 'N' WHITE

Sega Europe have officially announced that the god sim *Black and White* will be appearing on the Mr Dreamcast. The game, which has you controlling huge god style creatures involved in turf wars, hopes to make the most of DC's on-line capabilities and will have all the features and sophisticated AI of the PC version. But DC isn't the only recipient as Lionhead Studios have stated that the PlayStation and the Game Boy Color will get a version as well. No joking.

PIKACHU VS JESUS

Pokémon might have met it's match as it has come up against the oldest marketing phenomenon in the world – Christianity. Yes in Mexico the Roman Catholic Church believe the Pikachu and his mates are responsible for perverting Mexican children. A church spokesman said that Pokémon was "... a combination of elements that incite violence and sexual perversion among children." Now the violence can just about be made out, but sexual perversion? I mean, Jigglypuff's cute but he doesn't turn us on... much.

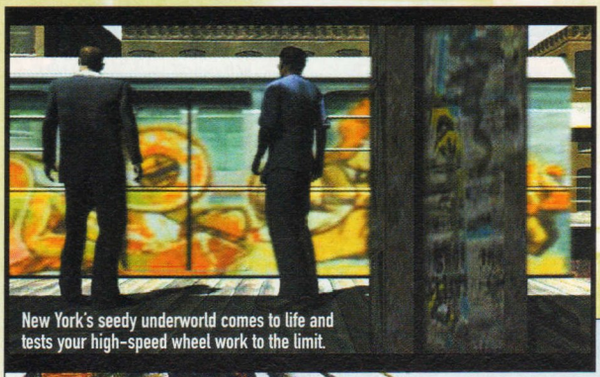
RESIDENT PLOT

Plot details surrounding the new PS2 *Resident Evil* have been oozing from the rumour mill. Reports that the next-gen adventure will feature a new company BioJect which breaks ex-Umbrella scientists out of jail to create a new more powerful virus. This new deadly strain is accidentally released and nearly destroys North America. Wesker who recently showed his face in *Code Veronica* pops up as well. More soon...

FOLLOW THAT SEQUEL

DRIVER 2 RIPS ITS WAY ACROSS AMERICA

■ FOUR BRAND NEW CITIES AVAILABLE ■ NOW HEADING SOUTH OF THE BOARDER ■



New York's seedy underworld comes to life and tests your high-speed wheel work to the limit.

***Driver* was one of *the* hits of last year so it comes as no surprise that number two will be screeching round the corner faster than you can say 'retro driving game'. And it's crammed full of new features as well!**

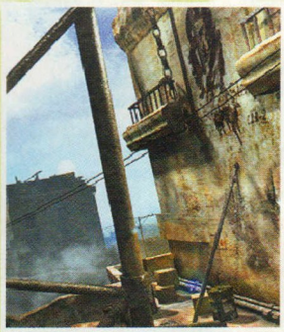
The cities of Havana, Las Vegas, Chicago and Rio have been taken apart piece by piece and rebuilt inside the PlayStation.

The introduction of the older South American cities means the action will move away from grid like US roads and offer the player the challenge of avoiding the police and completing your missions on irregular twisty turny back streets. This is achieved with the introduction of 'curved roads'!

Back in the US the game will be having it's own twisty fun with spiral ramp ways leading up to fly-overs and elevated roads. So with a couple of well timed turns you'll be able to zip over the heads of your would be pursuers.

And when you've not burning rubber you can burn shoe leather, as now you can get out of your vehicle, walk round and try and choose another vehicle. This means that there is much more to the gameplay than just driving. You'll have to think fast and choose which vehicle to you hop into. Do you choose the easy to get into bus? Or try and get your hands on the handsome Cadillac?

The developer, Reflections have decided to hang the action round a much firmer plot (which will be presented through some flashy FMV's), and if all that wasn't enough there's even a two-player challenge as well!

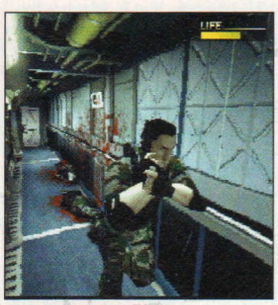


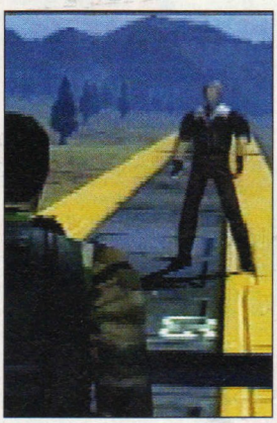
▲ The South Americas offer a some Latino thrills and a totally different environment.

TRACK BOUND THRILLER

MASS MURDER ON THE TRANS EURPOA EXPRESS

■ FIRST CLASS ACTION TRAVELLER ■ BIG NUKES, GUNS AND BUFFET TROLLEYS ■



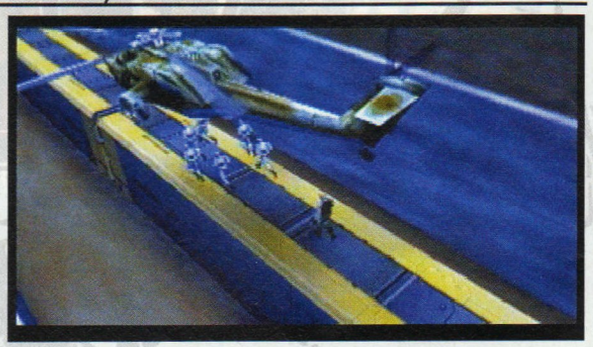


▲ Jack finds someone else trying to avoid the ticket inspector.

We've finally got our hands on the steamy thrill-em-up *Chase the Express*! It takes place on a 16-car train which has been hijacked by terrorists.

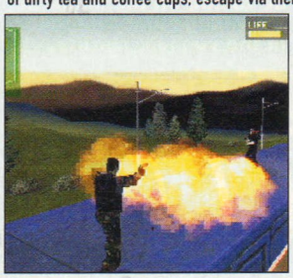
Your mission is to stop the train, save the ambassador and disarm the nuclear weapons before it reaches Paris.

The trip starts in Russia and rattles across anything up to 12 countries and 36 cities depending on the route you choose. You have to solve puzzles, kill terrorists and save hostages, and who you rescue effects the plot and the end of the game with eight different conclusions waiting to be unlocked. *CTE* definitely appears to give *Resident Evil* and *Metal Gear* a run for their money. The game is not scheduled for an UK launch until this autumn, but we'll have a preview heading your way in the next issue of GM on sale 18th April.



▲ The cleaning staff, tired of low wages and a train crew who create vast amounts of dirty tea and coffee cups, escape via their precariously balanced chopper.

▲ A heady combination of reality and bonkers technology. These energy weapons test your metal to the full but, unfortunately, you don't get to play with them.

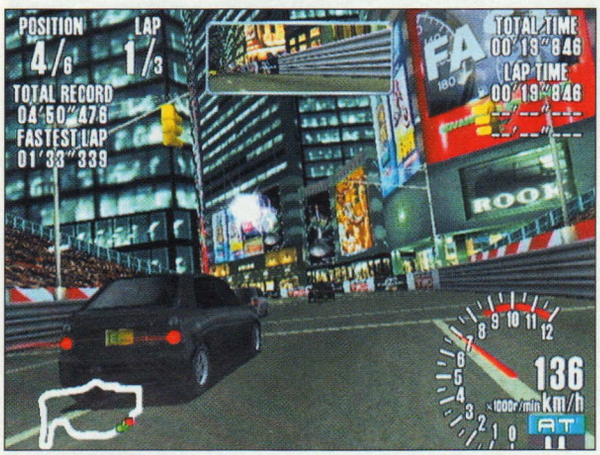


▲ Visually nothing can touch this until we see what *Ridge Racer 5*'s got hidden away under its bonnet.

DC GETS ITS OWN GT
DRIVE TIME REALISM

■ LUSCIOUS CARS ■ VAST AMOUNT OF MODELS INCLUDED ■

The Dreamcast, sorry that's Mr Dreamcast, is set to match the PlayStation in the driving stakes with it's own detailed driving sim.

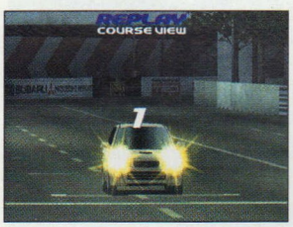


They'll be obvious comparisons to *Gran Turismo* but *Sega GT* has 28-Bits of gaming magic under it's bonnet... and maybe a wooden bead seat as well.

All the best Japanese car manufacturers are included so you'll be able drive the top of the range motors such as Mazda RX-7, Toyota Supra and also some European models such as Porsche 964 and the Ferrari F355. But while the tracks are real the courses aren't, as the developers wanted wider roads to accommodate the action.

The idea of the game is to drive very fast. If you drive fast you win races and earn more money. Also you can get sponsorship deals if you're particularly successful. With your new wonga it's time to go dream car shopping for your new garage. While it isn't the most ground breaking gaming format, the quality of the graphics and physics look set to rival *GT2* and might even steal the thunder of *GT2000*. Imagine: no pop up, amazing light effects, deep environments and immaculately detailed cars. For sheer wow factor this will be the race leader and everybody will have to play catch up.

After the sad showing of *Metropolis Street Racer* this is welcome news for Dreamcast owners.



SCANDAL MONGER!

DC VMU MP3S!

Sega have revealed that they intend to create a super VMU capable of downloading mp3s (3-megabyte music files) from the Internet. This means you'll be able to make up your own music megamix, leave the house and use your VMU as a mini stereo. The actual specs have not been confirmed as of yet but will be similar to other mp3 players with headphones and other sonic features. (For other VMU goodies check out page 46.)

SIMPSONS ON PSX

Everybody's favourite yellow family are finally making their way to PlayStation with two new games. Courtesy of Fox *Interactive Simpson's Bowling Tournament* will be hitting the UK before Christmas, but even more exciting is that the other game is *Simpsons Wrestling*. If they could only squeeze in football and Pokémon you'd have the best game ever!

METAL GEAR SOLID STEAL
BARGAIN BIN FOR SNAKE

■ PLATINUM TIPPED PERFECTION ■ HOW CHEAP? ■

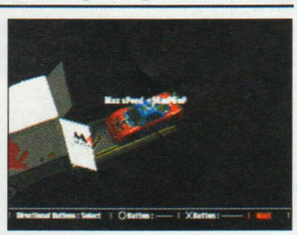
Sony have unleashed the finest ever Platinum line up no doubt in a bid to keep us western PS2 watchers loyal.

It may well work too... when you look at the level of class that is appearing on a PlayStation near you for a mere bagatelle.

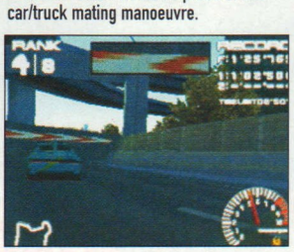
First up is the disappointing seller *Ridge Racer 4*. Well, it may not have excited punters in the expected numbers first time around but this is an amazing game and now for £20 it can easily exist in your collection next to *GT2*. This isn't all though, also out now on Platinum are *A Bug's Life*, *Spyro The Dragon*, *Crash Bandicoot 3* all of which are pretty handy games to have around the house... *Tomb Raider 3* which is a-blimmin'-mazin' – just think, 20 knicker for Lara's humoungous adventure – and, finally, *Metal Gear Solid*.

Hang on, hang on a sec', a mo', a tad, a blink of a wink of an eye! Did we just say *Metal Gear Solid*? We did. We didn't! We did! *METAL GEAR SOLID*! The best, greatest, most amazing, PlayStation game there has ever been and possibly ever will be... that *METAL GEAR SOLID*? Yes that one... although some did say it was a little bit short playtime-wise. Did they? Yes they did? Well they had a point but now, on Platinum at £20 it's a steal... as the headline above punnily points out. It's right. It is.

▲ "Look, I know you're there Snake. I can smell your Chanel a mile off!"



▲ Michael Caine would be proud of this car/truck mating manoeuvre.



▼ *RR4*: blinding graphics, aggressive AI and now huge value for money.

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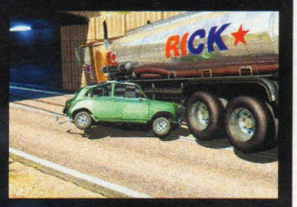
GamesMaster

• STOP PRESS • NAMCO SET TO USE PS2 BOARD FOR ARCADE CABS!

RACING HORIZONS

NEW DRIVE-TIME TITLE TO RIVAL GT2

BLINDING WHITE LINE ACTION ■ VEHICLES PHYSICS TO BE 100% REALISTIC



If you thought *Gran Turismo 2* was the last word in PlayStation racing realism, developers Clockwork are planning on proving you wrong with its forthcoming drive-em-up *Vanishing Point*.

The game aims to combine the most realistic handling yet seen in a racing game with arcade-style tracks and gameplay.

Each vehicle is made up of over 150 variables and is said to be *100%* mathematically correct. The attention to detail even extends to there being absolutely no pop-up whatsoever. Fortunately, the physics of the game are matched by the gameplay itself, although fans of *Ridge*-style powersliding may be in for a shock.

Vanishing Point eschews any concessions to traditional videogaming controls in favour of the most true-to-life handling a collection of polygons have ever seen. Even on automatic, it can take a *lot* of getting used to.

As these screenshots demonstrate though, it's looking fantastic. The game's 32 vehicles are all fully licensed and a range from a generous array of Fords and a BMW 325i to novelty runabouts including a Mini, VW camper van and the new Beetle. Each of the eight single-player and four multi-player courses can be played in reverse giving, in effect, a total of 24 different circuits.

In addition, there are a number of stunt courses that resemble the series of Crazy Box tests in *Crazy Taxi*. We'll have more on this PlayStation-only title, which is due out in May, next issue...

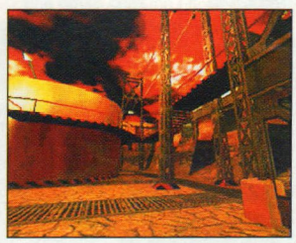
▲ From turbo-charged, lunatic boy racers to luxurious sedans, the selection of cars available is truly outstanding.

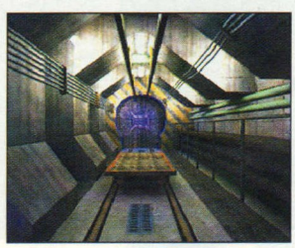
AH, WE'VE BEEN EXPECTING YOU

BOND TO MOVE TO PS2

EA HAVE OBTAINED 007'S LICENSE TO THRILL

THE BEST BOND TITLE EVER? ■ FIRST-PERSON VIEW TO A KILL FOR SUPER SPY





***The World Is Not Enough* EA's latest Bond shooter has been unveiled by EA and is set to appear on PlayStation 2.**

The game purports to be another stealth-em-up in the same vein as *Metal Gear Solid* but with a first-person perspective and a bagful of weapons courtesy of Mr Cleese.

So far there are over 10 missions which allow you to race through Istanbul before battling it out on a Russian sub and getting some (Caucasian) skiing done. To add that Bond flourish the game is being bracketed with clips from the movie (which will look lovely and crisp on a DVD player) and the 20+ weapons are due to have improved targeting and handling.

The effect of *Goldeneye* on Nintendo 64 (and vice versa) will not have been lost on EA. If they get this game right they could have the most talked about title on PlayStation 2 for some time. All they have to do is create the best game for the console... they already have the best licence – let's hope the programmers are up to the challenge ahead.

The game is also due for a release on the original PlayStation as well.

► My God! A mine full of nukes and bad guys. Sounds like a job for the Bonded one.

• STOP PRESS • **EA GET NEXT WCW TITLE!**

ZERO HOUR NEW EVIL FOR N64

CAPCOM KEEP THE FAITH WITH NINTY

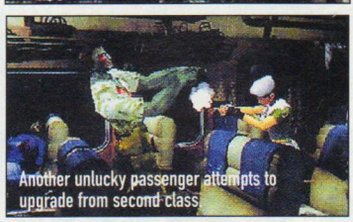
STARS IN THEIR EYES ■ BIRTH OF UMBRELLA

There have been a lot of rumours around another *Resident Evil* game for N64, but you can put 'em away now 'cos we have hard evidence that another *Resi* game is on it's way.

The tentative title in Japan is *Biohazard Zero* and the story is set before *Resident Evil*.

The new lead character – Rebecca Chambers – is probably familiar to everyone that played the original. The plot should reveal a lot of the background as to what happen in Raccoon City before Chris Redfield and his team entered the mansion of evil. No UK release date as yet but there's sure to be one soon.

Is it us, or are planes and trains becoming popular locations for in-game action?



Another unlucky passenger attempts to upgrade from second class.

PS2 PLAYS VINYL

SONY SET TO CONQUER ALL FORMATS

■ WHAT NEXT? ■ STEAM DRIVEN CONSOLES? ■

In a press conference just days after the launch of PlayStation 2 Sony revealed that there were a number of backward compatible elements to PlayStation 2.

The most important of these is that the console can play vinyl singles (45s) – albums can be catered for if an extension top-box is bought when they are released in 2001.

Sony were grilled as to why such a dated format should be catered for and let slip a plan to get PlayStation 2 in every home in the world. The vinyl format was incorporated so that, as Sony said, "no one will have an excuse not to have a PlayStation 2... even the most stubborn Luddites." They then said that PlayStation 2 will render mega corps like Microsoft redundant as it will have software that will make it self-aware by 2003 by which time, we were told "people around the home will be doing what PS2 says and not the other way around. Many will find it an honourable leader, harsh but fair. People won't buy Microsoft because they will be told not to." The press conference was beamed live from the new secret base on an island in the South Pacific by Sony's new head of Global Corruption Dr Hal Satan. When he was quizzed about his past role at Sony the Dr merely shot sparks flying out of his ill-shaped ears, raised his head to the heavens, laughed and said he'd started as a games tester.

◀Tapping the resurgence of vinyl thanks to the popularity of discotheque jockeys.

The Coolest Competition

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0906 960 3302

WIN! GUESS WHO?
0906 960 3303
A MIDI HI-FI

WIN! a TeleVideo combination
0906 960 3304

WIN! Playstation Driving Seat
0906 960 3305

WIN! Mini Disc Player
0906 960 3306

WIN! Mobile Phone
0906 960 3307

WIN! £200 Sports Clothes Vouchers
0906 960 3308

WIN! Sony Playstation with 3 Games
0906 960 3309

WIN! GUESS WHO? and WIN 20 CDs of your choice
0906 960 3310

WIN! A Sony Discman
0906 960 3311

WIN! 5 Games of your choice
0906 960 3312

WIN! POCKET T.V.
0906 960 3313

WIN! Brand Name Trainers to the value of £100
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BONKERS SLOTTIES

MUSIC MAYHEM SET TO STORM THE NEON PALACE

SHAKE THAT BOOTIE ■ RATTLE THOSE MARACAS ■ AND TYPE THE UNDEAD BACK TO THEIR GRAVES!

The Japanese game developers never stop to surprise with their ingenious arcade inventions. GM spotted two really wacky arcade games on our latest trip to Japan.

If dancing around with maracas is your cup of tea then you will be pleased to hear about this first game.

It's developed by the makers of *Sonic Adventure* – Sonic Team – and it's called *Samba de Amigo*. Instead of playing the coolest guitar riffs or drumming like mad you are called upon to shake a pair of maracas along to a series of groovy South American tunes. You have to shake each maraca at one of three different heights as the game prompts you to do.

This game is just as fun to watch as it is to play. The music game trend is massive with the Japanese so they can expect a Dreamcast conversion of *SDA* by the spring. Let's hope there's a UK version as well.

The other arcade game that we happily slammed our money into was the *The Typing of the Dead*. It's probably one of the weirdest game ever created, but who says that weird is bad? It's all about typing in words that appear on screen using a keyboard to kill attacking zombies. By completing the typing of the given text within a certain time, you'll have killed the attacking monster. It's basically a keyboard version of the *House of the Dead 2*, but no one can accuse Sega for not being original. The game is on its way to Dreamcast in Japan and will give the DC owners yet another reason to invest in a keyboard.

▲ Mavis Beacon, eat your heart out... then come back from the dead and teach us how to beat this game!

VIVA ESPANA

THE DOGS OF WAR RETURN

OVER THE TOP ONCE AGAIN ■ WW2 ACTION ADVENTURE

Spanish genius team Pyro Studios come up with another classic old skool, Hollywood version of the events of 1939-45.

When *Commandos* was released there was a great deal of gnashing of industry teeth... "Who do these people at Pyro studios think they are? Creating a puzzlesome wargame, releasing it through Eidos in the UK and watching it go to the top of the charts?" Here at GM we shouted back, "Geniuses! Just wait until the next one."

So here is *Commandos 2* another puzzle packed, tricky as you like, war game where you use individual fighters to carry out specific tasks (the sniper snipes, the diver dives, the spy sneaks and the all new female resistance worker talks in a husky voice). Yet again the game minces along the tricky line between high camp and high drama with fantastically believable graphics and dodgy Are You Being Served accents. Still, after the success of the first title, plus the obvious talent at Pyro's Madrid HQ, there is no reason to suspect that this will fall short of our high expectations. Expect an in-depth preview of the November release very soon indeed.

▲ It's just like your living room floor but with grass, sea, palm trees and... elephants? Toto, this ain't Kansas!

EYE BALL

DC'S VISUAL TECHNOLOGY

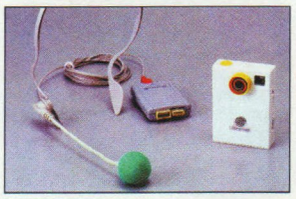
COOL GIZMOS FROM SEGA

GO GET YOURSELF WIRED FOR SOUND!

Sega stuck it to Sony last month when they revealed the first ever digital video camera.

The Dreameye (can you see what they did there?) will allow Dreamcast users to send still or moving pictures and sound to each other via e-mail.

Despite this exciting news, Sega were vague as to the exact uses of the camera and while they said that it is set to transform the way we interact on the Internet and with videogames, they didn't exactly say how.



Certainly though this is another first that Sony have lost to their great rivals and Sega will be keen to build on the success of an early release for the camera... while PlayStation 2 is still just a fledgling console.

The camera seems incredibly easy to use with one button processing and the ability to digitally edit pictures, just like GamesMaster magazine has been doing since 1912. Hopefully, racing games with our faces on will be here this year and no doubt the camera will be the harbinger of a new age of risqué pictures on the Internet. Perhaps...

◀ A dinky digital camera with a big slice of Sega's 'user-friendly' style.

GOLF FOR EVERYBODY

ANOTHER GREEN AND PLEASANT LAND

SONY'S NEW BUNCH OF NUTTY PUTTERS HIT OUT

■ KOOKY CAMERA ANGLES ■ MORE BOGIES THAN YOU CAN SWING A GOLF CLUB AT ■

The world's favourite golf game returns to the PlayStation this summer. *Everybody's Golf*, the game that took golf to the people, gets a second outing. It's more of the same but with new characters and new courses.

Golf is not the most action-packed sport that you can get involving, as it does, middle aged men, dressed as clowns walking round a big field.

Also it's a bit stuffy. Consequently, many of the golf sims you could get were stuffy and dull as well... but not *Everybody's Golf*. The emphasis in this game is not on realism but pure gameplay. Rather than worrying about the shade of your Pringle sweater, you'll be smacking the ball around and pulling your hair out at hitting the water for the fourth time in a row.

While the game is simple, it still has plenty of depth. You have to compensate for the fickle weather and some cunningly placed sand traps. It also offers six different match settings including Match Play, VS and Tournament which makes it a perfect multi-player experience. There's even mini games for the few who have PocketStations.

The original *Everybody's Golf* was a massive seller, shifting 1.6 million in Japan alone and the follow up looks set to repeat this trend.

▲ What's this damn Beatnik doing on the green? Security!

SCANDAL MONGER!

THE HAWK RAWKS

Activision have announced a few more details about their follow up to last year's smash *Tony Hawk's Pro Skater*. The sequel will be developed once again by Neversoft for PSX, N64, GBC, PC and Dreamcast. Along with new tricks being added the most exciting new feature will be Skatepark editor which allows you design your own stunt park! You will also be able to create your own skater to roll along side the more familiar skating celebrities. The action will take place in New York, Marseille, Rio and New York and include a whole bunch of mini-games.

CUT PRICE GAMES

Sony have outlined a new pricing model that could see their PSX games being available for just £9.99. The new move sees the price come into line with other entertainment goodies such as videos and CDs from April 1st – and this ain't no joke! A Sony spokesman stated that "the initiative is aimed specifically at encouraging developers of software to explore new forms of interactivity." Nice one Sony!

SOUTH PARK VIDEOS TO BE WON!

HEY DUDE! IT'S SOUTH PARK THE MOVIE: IT'S BIGGER, IT'S LONGER, IT'S UNCUT AND ME AND STAN GOT 10 TO GIVE AWAY!

Man, it's got everything! Like swearing, Satan, Saddam Hussein and... everything! Even Kenny without his hood! Did I mention the swearing?

South Park The Movie has just been unleashed on video and, thanks to Warner Home Video, 10 lucky GM readers will be able to get their mitts on a copy! To be in with in a chance of winning, just answer this really dumb question:

Which of the following is not a character in South Park?
(a) Cartman
(b) Satan
(c) Tony Blair

Send your entries to: I Want My Cheesy Poofs, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

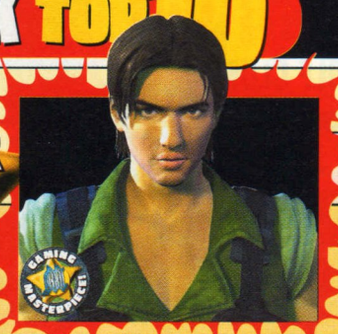
This competition is only open to readers aged 15 or over. Please state your age on your entry.

CHARTS

WHO'S BUYING WHAT ALL AROUND THE WORLD

THE UK TOP 10

NUMBER 1



Resident Evil 3

FORMAT: PlayStation | PRICE: £35 | FROM: CAPCOM | GM VERDICT: 94%

Evil in the house! Yes the Capcom magic has returned and resides (hey!) at the top of the charts. Those funky movers, the zombies have been staggering about, shaking their money makers and getting them blown off as Racoon City is revisited and messed up once again. It's more of the same monster blasting fun but no UK gamer seems to be complaining and with the Evil spreading onto other consoles, Capcom's just getting started.

NUMBER 2

Gran Turismo 2

FORMAT: PlayStation | PRICE: £35 | FROM: SCEE | GM VERDICT: 92%

Ol' *Gran Turismo* eh! What a game! It's just *so* popular. After it's time at the top it's just started on its slow descent down the charts. It's going down slower than a not very good lift with Mel C in it slowly singing her rock hit 'I'm going down'. And we wouldn't be surprised if it's still hanging around the top ten until *GT2000* reveals itself to us. Despite the fact that you can't actually complete the game, you still have to love it.

3 Toy Story 2

FORMAT: PlayStation | PRICE: £40 | FROM: DISNEY | GM VERDICT: 72%

Handle Buzz and get yourself a Woody in this 3D adventure.

4 The Sims

FORMAT: PC | PRICE: £30 | FROM: EIDOS | GM VERDICT: 89%

Get away from your dysfunctional family and create a new one.

5 Pokémon Blue

FORMAT: N64 | PRICE: £25 | FROM: NINTENDO | GM VERDICT: 94%

They're blue ba da bah dee, bah dab bah dee etc... whatever...

6 Pokémon Red

FORMAT: N64 | PRICE: £25 | FROM: NINTENDO | GM VERDICT: 53%

They're simply red but much more fun than Mick Hucknall.

7 Medal of Honor

FORMAT: PlayStation | PRICE: £35 | FROM: EA | GM VERDICT: 78%

Kill the Nazi scum. Die Nazi die. Die scum, die Nazi scum, DIE!

8 Delta Force 2

FORMAT: PC | PRICE: £30 | FROM: NOVALOGIC | GM VERDICT: 68%

Fancy rummaging around in a bush with your weapon? Get this.

9 FIFA 2000

FORMAT: PlayStation | PRICE: £35 | FROM: EA | GM VERDICT: 78%

Kill the Nazi scum. Die Nazi die. Die scum... oops, wrong game.

10 Champ Manager

FORMAT: PC | PRICE: £30 | FROM: EIDOS | GM VERDICT: 90%

As anally retentive as you could wish for in a management sim.

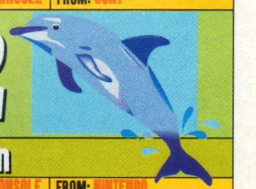
Readers MOST WANTED

NUMBER 1

PlayStation 2

FORMAT: NU CONSOLE | FROM: SONY

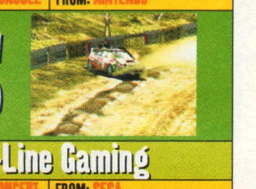
2



Dolphin

FORMAT: NU CONSOLE | FROM: NINTENDO

3



DC On-Line Gaming

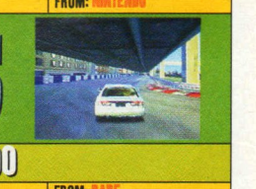
FORMAT: NU CONCEPT | FROM: SEGA

4

Perfect Dark

FORMAT: GBC | FROM: NINTENDO

5



GT 2000

FORMAT: N64 | FROM: RARE

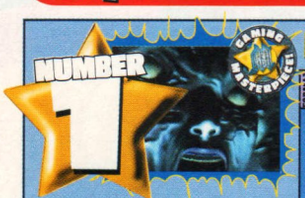
6	N64 Zelda Gaiden
7	GBC Pokémon Yellow
8	NiNTY GB Advanced
9	PS2 iSS
10	PS2 Ridge Racer 5

HOW TO VOTE

Updated monthly! Send us YOUR three desires right now, smartest suggestion wins a game! (Let us know what machine you own.) Most Wanted, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

Japan TOP 10

NUMBER 1



Code: Veronica

FORMAT: Dreamcast | IMP PRICE: £40 | FROM: CAPCOM | GM VERDICT: 90%

Respect to the Japanese massive. And the massive Japanese. They truly do know a good game when they see one. And this is one.

3rd NUMBER 2

Gran Turismo 2

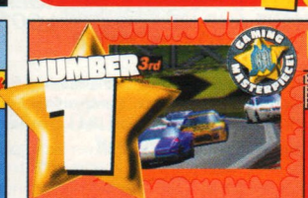
FORMAT: PlayStation | IMP PRICE: £35 | FROM: SONY | GM VERDICT: 92%

Our Japanese brethren, like the rest of the world, are warming their gaming engines in anticipation for *GT2000* with this ever so popular game.

3	PSX Valkilly Profile	4	DC Real Chopper War
5	N64 Donkey Kong 64	6	PSX Strongest Man
7	DC Shenmue	8	PSX Momo Taro Train 5
9	DC Ready 2 Rumble	10	N64 Mario Party 2

US TOP 10

3rd NUMBER 1

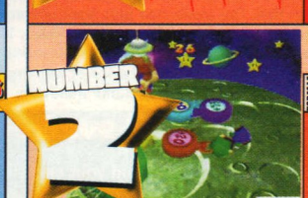


Gran Turismo 2

FORMAT: PlayStation | PRICE: £60 | FROM: NINTENDO | GM VERDICT: 92%

Cars! Loads and loads of cars... More than you could find in a really large garage! What more could you possibly want? A bike?

NUMBER 2



Mario Party 2

FORMAT: N64 | PRICE: £35 | FROM: EA | GM VERDICT: N/A

I've got a great idea for game character. No it's not a trained killer, or a top policeman, or a sports star. No he's a small hairy plumber. Go figure...

3	N64 Donkey Kong 64	4	PC WWTBA Millionaire
5	DC Zombie Revenge	6	GBC Pokémon Yellow
7	N64 WWF Wrestlemania	8	PSX Tony Hawk's Skater
9	DC Soul Reaver	10	PSX Spyro the Dragon

OBSCURE FACTS

Nintendo don't intend to take the N64 slump lying down. In in the US Ninty have lined up an $8m marketing campaign for *Perfect Dark*, a $7m budget for *Pokémon Silver & Gold* and $4m on other titles.

Leaf

JAWBREAKER®

No doubt by now the mag's plastic bag, and it's contents, have been tried on the majority of your orifices until you realised the Jawbreakers were for your mouth... well done, part one of the test is over. Now all you have to do is see if you can bite through to the bubble gum centre... what's that? it's gone already, well next time you're passing a Candy Store / smelly newsagent pop in and get yourself a handful of Jawbreaker gobstoppers and check out these amazing sweet add-ons – these be the facts:

1. They are very hard. Only the brave and/or daft can bite through them to the bubble gum core
2. There are a hundred layers of different flavours and colours which, as well as dyeing your tongue a rainbow hue, also zing, bing and badd-ing your taste buds all over the place. Be bold, withstand the flavour overload.
3. There are three new Jawbreaker flavours, collect them, eat them and collect them again until you are 100 years old

Watch your tongue change colour and your tastebuds explode as you suck down through a hundred layers of different colours and flavours!

If you are having any problems getting hold of these wonder treats – it can't be that hard we just gave you one for nowt – just shout:

JAWBREAKER®

The Candy Gobstopper with a Bubble Gum Centre!

... and don't say we never give you anything.

GM Promotion

COMING SOON!

GAMESMASTER'S ESSENTIAL GAMING CALENDAR

Here comes the techo bunny with his radar ears and twitchy nose funnel and a basket crammed with videogame goodies for all those ickle boyz and grrlz who have hardwired themselves to the nearest arcade cabinet. Have you been hardcore enough for the bunny to call upon you this year or did you have a pop at him with a Howitzer last time he visited? Regardless, here's the latest run down to torture those relatives with...

MARCH

24th	Tomb Raider: TLR	Eidos	DC
24th	Four Wheel Thunder	Midway	DC
24th	Roadsters	Titus	DC
24th	Rayman 2	Ubi Soft	DC
24th	Evolution	Ubi Soft	DC
24th	Toy Story 2	Activision	DC
24th	Slave Zero	Infogrames	DC
24th	Zombie Revenge	Sega	DC
24th	Marble Madness	Midway	GB
24th	Disney's Magical Tetris	Activision	GB
24th	Tonic Trouble	Ubi Soft	GB
24th	Vegas Games	Nintendo	GB
24th	Muppets	Take 2	GB
24th	Game and Watch 3	Nintendo	GB
24th	Rampage Universal Tour	Midway	GB
24th	Tony Hawk's	Activision	GB
24th	Ready 2 Rumble	Midway	GB
24th	Rayman	Ubi Soft	GB
24th	Roadsters	Titus	PSX
24th	Jo Jo's Bizarre	Virgin	PSX
24th	Crusaders of M & M	Ubi Soft	PSX
24th	Prince Naseem's Boxing	C'masters	PSX
24th	Road Rash: Jail Break	EA	PSX
24th	Colony Wars: Red Sun	Sony	PSX
24th	Guilty Gear	Studio 3	PSX
24th	FIFA '99	EA	PSX
24th	Victory Boxing 3	JVC	PSX
24th	Psychic Force 2	JVC	PSX
24th	Saga Frontier	EA	PSX
24th	Dukes of Hazzard	Ubi Soft	PSX
24th	Slave Zero	Infogrames	PSX
24th	Vampire Hunter	JVC	PC
24th	Reach for the Stars	Mindscape	PC
24th	NFL '99 Champions	EA	PC
24th	NBA Live '99	EA	PC
24th	Earth 2150	Mattel	PC
24th	FA-18E Super Hornet	EA	PC
24th	Freespace 2	Interplay	PC
24th	NHL '99 Champions	EA	PC
24th	Triple Play '99	EA	PC
24th	F1 World Gran Prix	Ubi Soft	PC
24th	Deus Ex	Eidos	PC
24th	Crusaders of M & M	Ubi Soft	PC
24th	Alpha Centauri Pack	Hasbro	PC
24th	Tony Hawk's	Activision	N64
31st	Cricket 2000	EA	PSX
31st	Star Ixiom	Namco	PSX
31st	Army Men: Sarge	3DO	PSX
31st	Die Hard Trilogy 2	Fox	PSX
31st	Brunswick Pro Bowling	THQ	PSX
31st	Micro Maniacs	C' Masters	PSX
31st	Disney World Racing	Eidos	PSX
31st	Resident Evil: Survivor	Eidos	PSX
31st	Midnight in Vegas	Sony	PSX
31st	Tiger Woods PGA tour	EA	PSX
31st	Formula One	EA	PSX
31st	Street Skater 2	EA	PSX
31st	Theme Park World	EA	PSX
31st	NFS: Porshe Challenge	EA	PSX
31st	Rat Attack	Mindscape	N64
31st	Cyber Tiger	EA	N64
31st	Battle Tanx	3DO	N64
31st	Sega Bass Fishing	Sega	DC
31st	Red Dog	Sega	DC
31st	Plasma Sword	Virgin	DC
31st	Dragon's Blood	Virgin	DC
31st	Jo Jo's Bizarre	Virgin	DC
31st	Ceaser's Palace 2K	Interplay	DC
31st	Thief 2	Eidos	PC
31st	Nascar 2000	EA	PC
31st	Messiah	Virgin	PC
31st	Star Trek: Armada	Activision	PC
31st	Dukes of Hazzard	Ubi Soft	PC
31st	Star Wars: Commander	Activision	PC
31st	Croc 2	Fox	PC
31st	Cricket 2000	EA	PC
31st	Invictus	Interplay	PC
31st	DiaKatana	Eidos	PC
31st	Gunship	Hasbro	PC
31st	Grandmaster Chess	Mindscape	PC
31st	Army Men Air Tactics	3DO	PC
31st	Vampire Masquerade	Activision	PC
31st	Top Gear Rally 2	Nintendo	GB
TBC	Babylon 5	Interplay	PC

APRIL

7th	Alien Resurrection	Fox	PC
7th	Giants	Interplay	PC
7th	Music 2000	C' Masters	PC
7th	Wings of Fury	TLC	GB
7th	Top Gear Rally 2	Nintendo	GB
7th	Dogz	TLC	GB
7th	Rugrats: Time Travellers	THQ	GB
7th	Catz	TLC	GB
7th	Bugs' Crazy Castle	Nintendo	GB
7th	Ridge Racer 64	Nintendo	N64
7th	Pokémon Stadium	THE	N64
7th	Pokémon Stadium	THE	N64
7th	DaiKatana	Eidos	N64
7th	Championship Bass	Take 2	N64
7th	Rugrats: Studio Tour	THQ	PSX
7th	Armorines	Acclaim	PSX
7th	Apocalypse	Platinum	PSX
7th	Alien Resurrection	Fox	PSX
7th	Ceaser's Palace 2K	Interplay	PSX
7th	Jimmy White's Cue Ball	Virgin	PSX
7th	Metropolis Street Racer	Sega	DC
7th	MDK 2	Virgin	DC
7th	Maken X	Sega	DC
16th	Colin McRae Rally 2	C' Masters	PSX
14th	Crisis Beat	Sony	PSX
14th	Snow X	Sony	PSX
14th	Galerians	Sony	PSX
14th	Hydro Thunder	Midway	PSX
14th	Teletubbies	BBC	PSX
14th	WWF Smackdown	THQ	PSX
14th	Baldur's Gate	Interplay	PSX
14th	Shogun: Total War	Microids	PC
14th	Hydro Thunder	Midway	PC
14th	Ecco the Dolphin	Sega	DC
14th	Hydro Thunder	Midway	N64
14th	Harvest Moon	Crave	N64
14th	All Star Baseball	Acclaim	N64
14th	Wario Land 3	THE	GB
14th	Micro Machines V3	C' Masters	GB
14th	International Karate	Virgin	GB
14th	Billy Bob's Huntin'	Midway	GB
21st	MDK 2	Virgin	PC
21st	Imperium Galactica 2	Midway	PC
21st	Star Trek: Vulcan Fury	Virgin	PC
21st	Conquest: Frontier Wars	GT	PC
21st	Starlancer	Microsoft	PC
21st	Loose Cannon	Microsoft	PC
21st	Disciples: Sacred Lands	GT	PC
21st	Tech Romancer	Sega	DC
21st	Res Evil Code: Veronica	Eidos	DC
21st	Toshinden 4	Virgin	PSX

COMING SOON IN JAPAN

WHAT THEY'RE LOOKING FORWARD TO...

APR | Tekken Tag | Sony | PS2

This delayed launch title will soon be wowing our compatriots on the other side of the world.

APR | Dead or Alive 2 | Sony | PS2

Superlative beat-em-up action with that essential boob option (we kid ye not). On its way here soon.

APR | Resi Evil Zero | Nintendo | N64

Set before the original PlayStation version this Nintendo-only title takes the Evil back to the N64.

APR | Legend of Zelda | Nintendo | GB

Subtitled Fruit of the Mysterious Tree this little number takes up Link's story after the events of *Awakening*.

COMING SOON!

THE ONES TO WATCH OUT FOR!

CHOC HORROR AND VIDEOGAME MADNESS!

While our far eastern pals clog up the workings of their CD/DVD drives with drool, we here in the UK still have more than enough gaming goodness to look forward to. So wipe that brown smear from your chin, hold it up high and get a load of these virtual delights heading your way. You know there's nothing as sweet as...

MAY Hidden & Dangerous Take 2 DC

Tommy high jinks with those fellows with a passion for green combat trousers. A strategic future purchase.

MAY Zelda Gaiden Nintendo N64

Despite it's titular nod to a side story, this is a whole new world for Link and his pals to romp through.

21th	Vanishing Point	Activision	PSX
28th	Prince Naseem Boxing	C' Masters	PSX
28th	Jeremy McGrath 2000	Acclaim	PSX
28th	Syphon Filter 2	SCEE	PSX
28th	Medievil 2	SCEE	PSX
28th	Jeremy McGrath 2000	Acclaim	N64
28th	Jeremy McGrath 2000	Acclaim	GB
28th	Resident Evil 2	Eidos	DC
28th	Jedi Power Battles	Activision	PC
28th	Evolva	Virgin	PC
28th	Hasbro Action Collection	Hasbro	PC
TBC	Pokémon Factory	Nintendo	N64
TBC	Conker's Quest	Nintendo	N64
TBC	Legoland	Lego	PC

MAY

5th	Bass Landing	Sony	PSX
5th	Blair Witch Project	Take 2	PSX
5th	Blair Witch Project	Take 2	PC
5th	Spirit of Speed	Sega	DC
5th	Blair Witch Project	Take 2	DC
5th	Giga Wing	Virgin	DC
5th	Croc	Fox	GB
12th	Silent Bomber	Sony	PSX
12th	Street Fighter EX 2 Plus	Virgin	PSX
12th	Ballistic	Virgin	PSX
12th	BattleTanx	3DO	PSX
12th	Ballistic	Virgin	GB
12th	Casper	Interplay	GB
12th	BattleTanx	3DO	GB
12th	Star Trek: Insurrection	Activision	PC
12th	Force Commander	Activision	PC
12th	Tony Hawk's	Activision	DC
12th	Hidden & Dangerous	Take 2	DC
19th	Sheep	Empire	PC
19th	Super Magnetic Neo	Sega	DC
19th	Street Fighter Alpha 3	Virgin	DC
19th	Pocket GT Racing	Virgin	GB
19th	Nascar 2000	EA	GB
19th	Dragon Dance	Nintendo	GB
26th	Pro Pool	C' Masters	GB
26th	Triple Play	Nintendo	GB
26th	World Touring Cars	C' Masters	PSX
26th	South Park Rally	Acclaim	DC
26th	Star Trek: Voyager	Activision	PC
26th	Dark Reign	Infogrames	PC
26th	Half-life: Team Fortress 2	Sierra	PC
MAY	Mickey's Racing	Nintendo	N64
MAY	Banjo Tooie	Nintendo	N64
MAY	Zelda Gaiden	Nintendo	N64
MAY	Prey	Take 2	PC

JUNE

2nd	Fur Fighters	Acclaim	PC
2nd	Fur Fighters	Acclaim	DC
6th	Test Drive 6	Infogrames	PSX
6th	Test Drive 6	Infogrames	GB
7th	Starcraft 64	Nintendo	N64
9th	Gauntlet Legends	Midway	PSX
16th	X-Men	Virgin	PSX
16th	Earthworm Jim 3D	Virign	PSX
16th	Excite Bike	Nintendo	N64
16th	X-Men	Virgin	N64
16th	Diablo 2	EA	PC
16th	Heist	Virgin	PC
16th	Take The Bullet	Sega	DC
23rd	Stunt GP	Sony	DC
23rd	Quake 3	Activision	DC
30th	Dark Forces 3	Activision	PC
30th	Perfect Dark	THE	N64
30th	Jeremy McGrath 2000	Acclaim	DC
30th	Pokémon Pinball	Nintendo	GB
JUN	Four Wheel Thunder	Midway	DC
JUN	Black & White	EA	PC
JUN	Pokémon Yellow	Nintendo	GB

JULY

7th	Saboteur	Sony	PSX
7th	Mario Party 2	Nintendo	N64
7th	Pokémon Snap	THE	N64
14th	Resident Evil	Virgin	GB
17th	Alice in Wonderland	Disney	GB
JUL	Daikatana	Eidos	GB

AUGUST

AUG	Mario Artist & Camera	Nintendo	N64
AUG	Off Road	Rage	PC
AUG	Max Payne	Infogrames	PC
AUG	Hostile Waters	Rage	PC
AUG	Lords of the Realm 3	Mindscape	PC
AUG	Incoming Forces	Infogrames	PC

SEPTEMBER

SEP	ECW Anarchy Rulz	Acclaim	GB
SEP	Turok 3	Acclaim	GB
SEP	Re-Volt	Acclaim	GB
SEP	Maya the Bee 2	Acclaim	GB
SEP	Duke Nukem 4ever	Infogrames	PC
SEP	X-Com Alliance	Microsoft	PC
SEP	ECW Anarchy Rulz	Acclaim	PSX
SEP	BMX	Sony	PSX
SEP	Quad Bike	Sony	PSX
SEP	Vanishing Point	Acclaim	DC
SEP	ECW Anarchy Rulz	Acclaim	DC
SEP	Half-Life	Sierra	DC
SEP	Bust A Move 4	Acclaim	DC
SEP	Turok 3	Acclaim	N64
SEP	ECW Anarchy Rulz	Acclaim	N64

All release dates are correct at time of going to press but are liable to change at any time, especially the ones for later in the year.

CONNEXION!

If you've got a problem, or want to know when a game is coming out, who ya gonna call?

Acclaim
(0171) 344 5000
Moreau House, 112-120 Brompton Road, Knightsbridge, London SW3 1JJ

Activision
(01895) 456 700
Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex UB7 7QL

Bullfrog
(01483) 579 399
The Mana House, Unit 1A, Guildford Business Park, Guildford, Surrey GU2 5AG

Cendant
(0118) 920 9100
2 Beacontree Plaza, Gilette Way, Reading RG2 DBS

Codemasters
(01926) 814 132
Lower Farm House, Stoneythorpe, Southam, Warks CV33 0DL

Core Design
(01332) 227 800
2 Round house Road, Pride Park, Derby DE24 8JE

Datel Electronics
(01785) 810 838
Stafford Road, Stone, Staffs ST15 0DG

Eidos Interactive
(0181) 636 3000
Wimbledon Bridge House 1 Hartfield Road, London SW15 1PR

Electronic Arts
(01753) 549 442
90 Heron Drive, Langley, Berks, SL3 8XP

Empire Interactive
(0181) 343 7337
The Spires, 677 High Road, North Finchley, London N12 0DA

Fire International Ltd
(01302) 325 225
Unit 15 Shaw Wood Business Park Shaw Wood Way Doncaster, DN2 5TB

Gremlin Interactive
(0114) 263 9900
The Green House, 33 Bourdon Street, Sheffield S1 4XA

GT Interactive
(0181) 222 9700
The Old Grammar, 248 Marylebone Road, London NW1 6JT

Infogrames
(0161) 827 8000
21 Castle Street, Castlefield, Manchester M3 4SW

Interplay
(01628) 423 666
Harleyford Manor Harleyford, Marlow, Bucks, SL7 2DX

Konami
(01895) 470 500
Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex

Maxis
(0171) 505 1500
Caledonia House, 223 Pentonville Road, London

Microsoft UK
(01734) 270 001
Microsoft Plaza, Winnersh Triangle, Wokingham, Berks, RG11 5TT

Mindscape
(01293) 651 300
Tilgate Forest Business Park, Brighton Road, Crawley, West sussex, RH11 9BP

Nintendo Hotline
(01703) 652222

Infogrames
(0161) 827 8000
21 Castle Street, Castlefield, Manchester M3 4SW

Psygnosis
(0151) 282 3000
Napier Court, Wavertree Technology Park, Liverpool L13 1EH

Sega Europe
(08456) 909090
266-270 Gunnersby Avenue, London, W4 5QB

Sony UK
(0171) 533 1400
PlayStation Careline PO Box 2047, London W1V 2LP

Take Two
(01753) 854 444
Hogarth House, 29-31 Sheet Street, Windsor, Berks, SL4 1BY

Team 17
(01924) 267776
Longlands House, Wakefield Road, Ossett, West Yorkshire, WF5 9JS

Telstar Electronic Studios
(01932) 222 232
The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP

THE Games
(01703) 653377
Parnham Drive Boyatt Wood Eastleigh Hampshire

THQ International
(01483) 767 656
Dukes Court,Dukes Street Woking Surrey GU21 5BH

Ubi Soft
(0181) 944 9000
Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX

Virgin Interactive Entertainment
(0171) 551 4222
2 Kensington Square, London W8 5RB

R U COMIN OUT 2NITE?

NO I'M STAYIN WIV LARA!

Sending text messages is the fast, fun way of staying in touch – in secret and in silence. In short it's a great way to communicate with friends and family wherever they are. Distance and time are no problem, you can send text messages to most digital phones in the UK and to many networks around the world, all for just 12p (incl VAT). Check it out for yourself by sending a text message to **9782** and we'll send you one back. Your user guide will provide instructions for text messaging on your phone, or you can find help on our website at **www.vodafone.co.uk**

When you really have something to say- say it in text

the ✉ is vodafone

ATTRACT MODE

VIRTUAL ON: ORATORIO TANGRAM

Dreamcast page 26

WE PLAY ALL THE MOST GAMES TO KEEP YOU UP TO DATE!

Perfect Dark (N64) 22
Virtual On Oratorio Tangram (DC) 26
Metal Gear Solid (GBC) 28
Resident Evil Survivor (PSX) 30
Deus Ex (PC) 34
Oddworld: Munch's Oddysee (PS2) 38
Thief 2 (PC) 40
World Touring Cars (PSX) 42
Ghoul Panic (PSX) 44

N64 page 22

RESIDENT EVIL SURVIVOR

UP CLOSE AND PERSONAL WITH CAPCOM'S LIVING NIGHTMARE!

page 46

LITTLE TRICKSTER

GAMESMASTER REVEALS THE VMU'S ON-LINE ABILITIES!

WATCH OUT FOR FIRST IMPRESSIONS

WE'VE PLAYED ALL THE NEWEST GAMES AND CAN TELL YOU JUST HOW THEY'RE SHAPING UP.

METAL GEAR SOLID

MINI STEALTH SERVICE

p28

PERFECT DARK

GIVE US HOPE JOANNA

p30

DEUS EX

FUTURE NOIR FIREPOWER

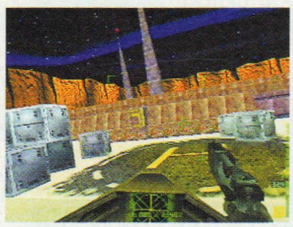
p34

ODDWORLD: MUNCH'S ODDYSEE ON PS2– PAGE 38!

We hate to boast but... oh sod it. WE'VE PLAYED THE MOST HOTLY AWAITED GAME IN LIVING MEMORY AND YOU HAVEN'T! Nyah, nyah, nyah, nyah. Yah boo sucks!

PERFECT DARK

GAMESMASTER UPDATE! ■ LATEST SHOTS! ■ GAMESMASTER UPDATE! ■ LATEST SHOTS!



We can't even whisper its name without making our trigger fingers tremble. So imagine actually sitting down to play a nearly complete version of the '*Dark* at Rare HQ.

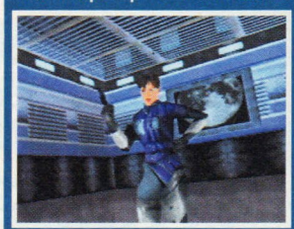
It took all a top agent's steely reserve not to jump through their large smoked-glass windows into the car park with excitement.

Leaving the 007 license to lesser developers, Rare's decision to make a new game based around a completely overhauled version of the *Goldeneye* engine looks to have paid off brilliantly. Gut rumbling new futuristic weapons, gadgets to make Q green with envy, huge levels that take in Bladerunner style city streets and alien worlds, not forgetting the most option packed and innovative multi-player game ever.

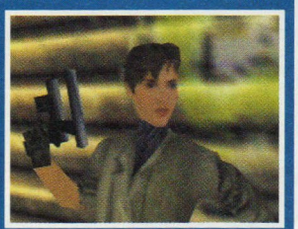
The only bad news is the last minute axing of the cool face mapping feature. Seems that miserable old Nintendo didn't want us downloading our family's faces into the game and shooting them to bits. A shame. You'll also need an Expansion Pak to be able to play any more than a cut-down version of the multi-player. Best get one in.

BOG OFF BOND!

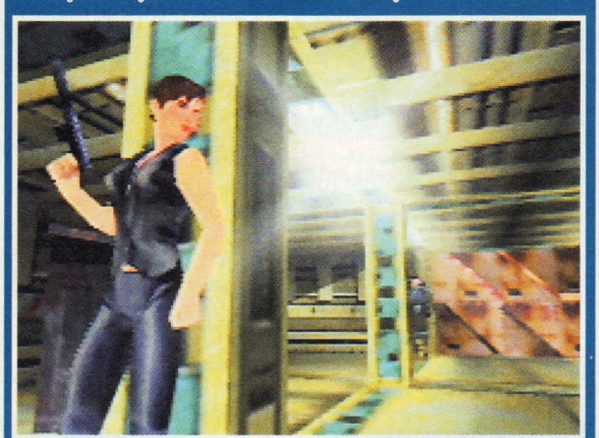
Meet Joanna Dark; a super-sharp secret operative on a mission to infiltrate the heart of the Datadyne corporation. She wraps up warmer than Lara but looks better than Bond.



▲ Jo was nicknamed Perfect Dark after excelling in training. A bit keen then.



▲ Jo's rarely seen about town without her laser-sighted Falcon 2 side arm.



LEVEL HEADED!

There's 17 one-player missions for Jo to work her way through, spread over nine levels. The three different difficulty levels introduce new objectives and starting positions as well!

▲ Elvis the alien accompanies you Nataliya-style in the Deep Sea stage.

▲ The Carrington Institute features vehicle, gadget and gun training areas.

▲ Jo's boss, Daniel Carrington has had his villa stolen! Don't spare your ammo!

◀Later levels see Jo on the Skedar homeworld. It's CentreParcs for alien scum!

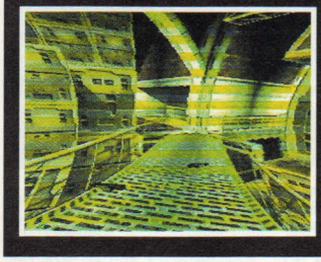
KETCHUP FLINGING!

This is much gorier than *Goldeneye*. Shoot someone standing by a wall and blood splatters across it.

▲ None of *Goldeneye*'s disappearing bodies here as the corpses pile up.

DARK DESTROYERS: ONE!

PD's 40+ guns will make your trigger finger tremble. As well as including all *Goldeneye's weapons*, each shooter has a secondary function. Expect rapid fire and explosive rifles!



▲ This huge automatic – the Dragon – will fire off a clip of 30 bullets in three staggering seconds. And it doubles up as a proximity mine!

◀ Introducing the Slayer, this Skedar alien rocket launcher fires homing missiles or in secondary fire mode, lets you guide the missiles to the target yourself via a nose cam.

▲ The Laptop gun's got less to do with your Dad's dull portable PC and more to do with a secondary fire mode that lets you bolt it above a doorway where it acts as an auto gun emplacement! Now you can make whole areas of levels 'safe' for your activities.

ADDICT!

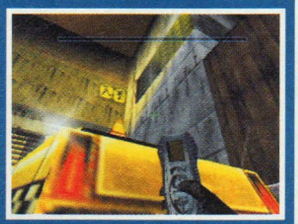
This is the weapon you'll be racing to pick up in multi-player purely to annoy your mates. The Drug gun fires narcotic darts that send opponents into a disorientating vortex of spinny screened delusion! The only escape is to hide away somewhere quiet until it wears off.

▲ Hit a friend with some drug darts and watch their screen spin...

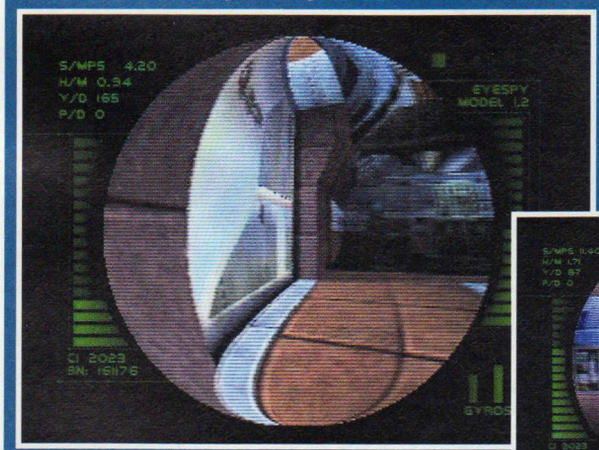
▲ ... ooh, I've come over all giddy. I'll be back after a little lie down...

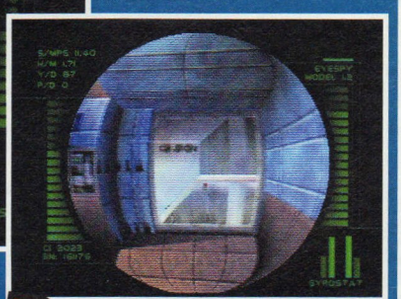
INSPECT HER GADGETS!

The lack of a Bond license hasn't stopped Rare kitting out Jo with some top gadgets. Watches with built-in circular saws? Pah. Just wait till you see the EyeSpy in action. It's cool enough to have Q handing in his notice.

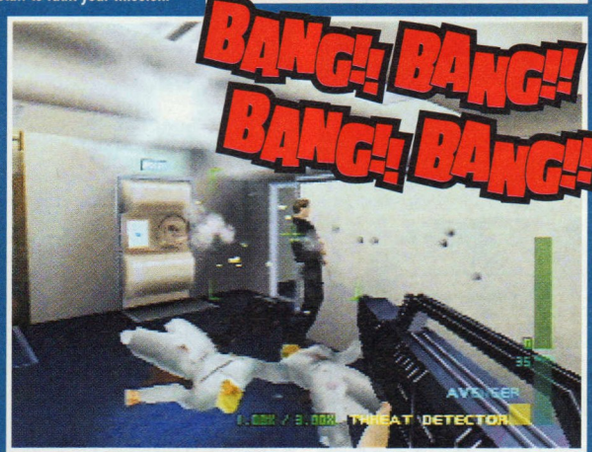


▲ Like Bond's computer cracking device in *Goldeneye*, the Data Thief can spring open vault doors and security terminals.





▲ The EyeSpy's a remote controlled flying camera that lets you scout ahead for guards and take snaps of secret stuff to fulfil your mission.

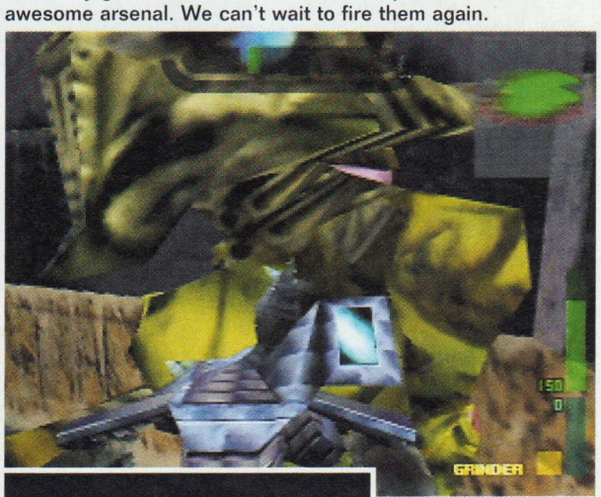


▲ Infrared and Night vision goggles are essential for illuminating your targets.

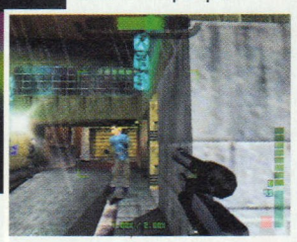
▲ The Threat Detector should put an end to Goldeneye's "where did I put that proximity min... KA-BOOM!" problems. It'll point out any dangerous things in its viewfinder.

DARK DESTROYERS: TWO!

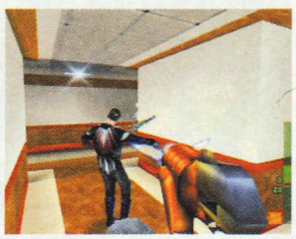
Too many guns? Here's some more examples of *PD*'s awesome arsenal. We can't wait to fire them again.



▲ Alien rotovator of doom! Watch the Reaper spin.



▲ The incredible Farsight can see and shoot deathmatch campers through walls!



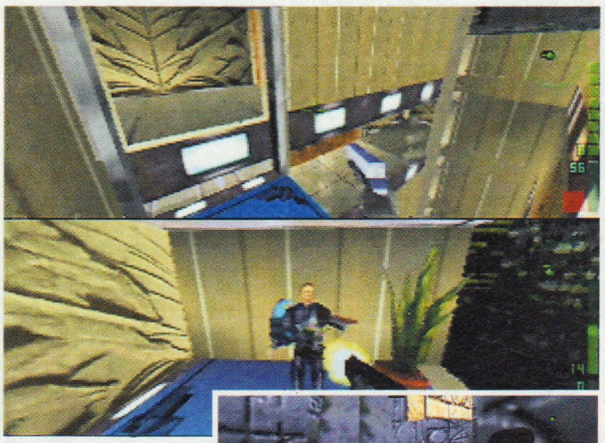
▲ The Cyclone sprays bullets at an amazing rate. We're surprised it doesn't leap out of your hands.

▲ The Falcon 2's a sci-fi take on Bond's PP7. Laser sight and sniper mode very much included.

DATA ▶ LEVELS: 6 MISSIONS: 17 BEST WEAPON: FARSIGHT XR20 FUNNIEST WEAPON: DRUG GUN MAX PLAYERS: 12 (4 REAL + 8 BOTS) MODES: 5

CO-OP, YOU DON'T STOP!

Shooting your friends in multi-player's all well and good but how about teaming up with mate to foil the evil Datadyne conspiracy? *PD*'s co-operative mode lets two of you play a split-screen version of the Solo Missions. Cover me!



◀Split up to complete mission objectives. Player two's Jo's blonde sister

▲ You can even play co-op on your tod using a Simulant to add extra fire-power. They won't be able to complete mission objectives but will watch your back.

COUNTER!

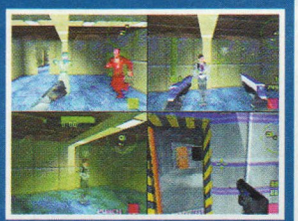
The flip side to co-op's mateyness, is the counter-operative mode which has one of you as Jo and the other playing the entire level's evildoers switching between each as they die.

▲ Slap other guards and send them off to kill that damned Dark!

▲ Take a suicide pill if you're reincarnated too far from the action.

SMART SIM SENSATION!

Biggest news here are Simulants; CPU-controlled 'bots that mean you can play multi-player on your tod against up to 8 Sims, have 12 player deathmatches (4 humans, 8 Sims) or lead a Sim army – ordering the surprisingly smart 'bots to do your killing. You can even assign different personalities to 'em from revenge mental Vendetta Sim to yellow bellied Coward Sim. This could be the finest deathmatch ever...



▲ You can order Sims to attack, defend, hold their position and cover you. Work out a strategy to beat your mates.

▲ There are over 30 combat challenges to take on with mates or a team of Sims against some scarily hard enemies.

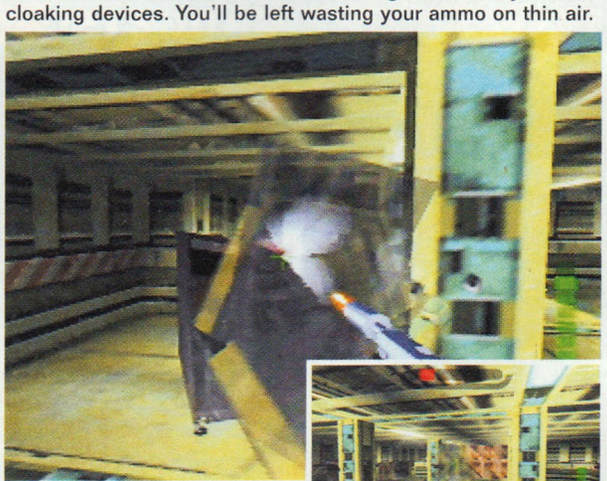
▼All your personal deathmatch stats can be saved to the Controller Pak.

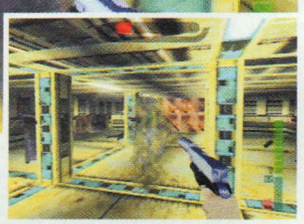
▲ You can choose any weapons combo and play different scenarios as well.

▲ *PD*'s deathmatches take place in 30+ arenas, many of them custom built for carnage. Some *Goldeneye* ones are included and the Facility's bogs have never looked better.

INVISIBLE VIOLENCE!

As if *PD*'s smart enemies weren't tricky enough to shoot they can also make themselves invisible using Predator style cloaking devices. You'll be left wasting your ammo on thin air.

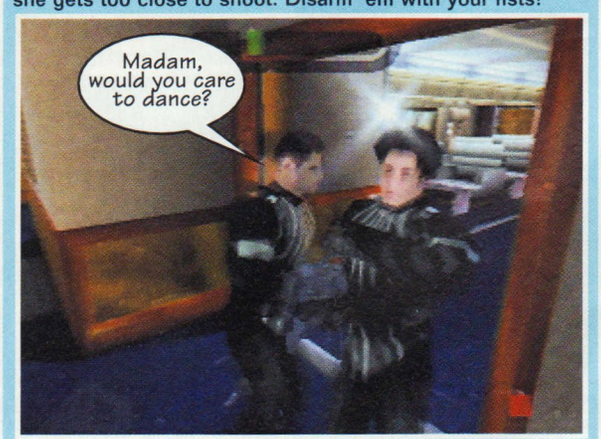




▲ One moment they're there, the next they're gone, blending into the background with a just noticeable (if you look hard enough) blurring effect.

SMACK DOWN!

It's not *Goldeneye*-style slapsies on *PD*. Hand to hand scraps are much more brutal with enemies laying into Jo if she gets too close to shoot. Disarm 'em with your fists!



PERFECT DARK

OUT OF SIGHT!

Goldeneye's superb snipery bits have been built on brilliantly in *PD*. This harbour-side mission has you peering down the sights of your sniper rifle with a trembling trigger finger. Steady now. If I can just... get... him... SPING! Chilling stuff.

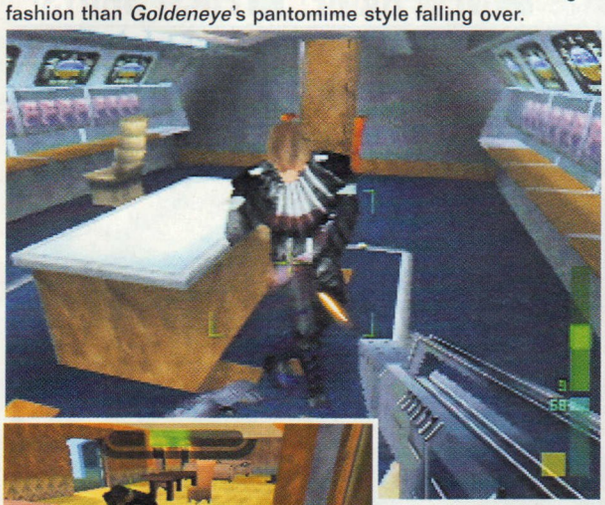
▲ Crouched on a cliff overlooking the harbour you need two quick head shots to save the negotiator.

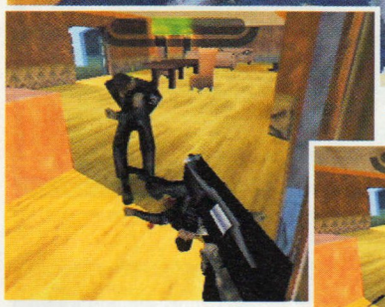
▲ Trying to get a fix on the guards with a shaky sight is a super tense moment. Your palms will drip sweat. Eeur.

▲ Hit him and you can admire the realistic death animations. They'll even topple off the roofs!

CLOG POPPING!

PD's enemies die in a much more realistic, wound clutching fashion than *Goldeneye*'s pantomime style falling over.



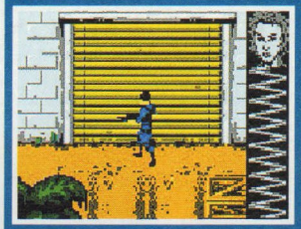


▲ Three cheers for motion captured death animation!

▲ Enemies react even more realistically depending where they've been shot

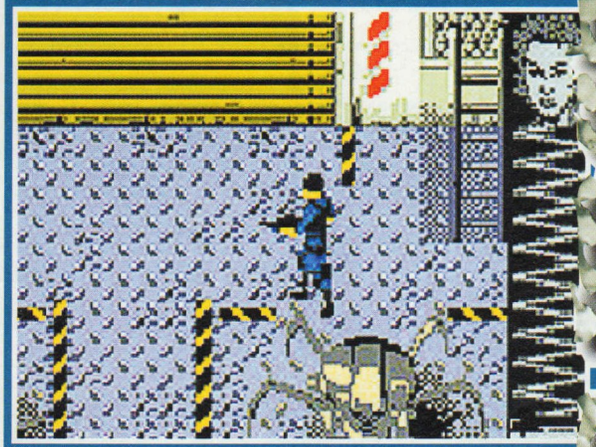
PORTABLE PERFECTION!

The face mapping's gone but you'll still be able to link *PD* on the N64 with *PD* on the GBC using the Transfer Pak.



▲ The view's top-down on the GBC version but features similar espionage.

▲ The Carrington Institute's target range is on the GBC too.



MR SMARTY Y-FRONTS!

PD's bad folk are scarily clever, making *Goldeneye*'s guards look like straw sucking simpletons. Shoot out the lights and they'll leg it next door and hide. Open fire on them and they'll dive for cover. Disarm one and he'll beg for his life.

▲ We chased this unarmed guard until he legged it behind a box! Damn him!

▲ The guards don't just run into your bullets. Watch 'em stake out this doorway.

► Disarm enemies and they'll beg you not to kill them.

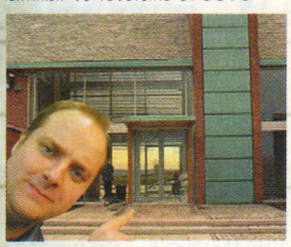
FIRST IMPRESSIONS

Completely perfect? Or... well YES actually!

It's so top secret that even getting into the same building as the cart meant signing an agreement involving our

grandmothers and a large suspended weight. With spikes on. But, sorry nan, just think all the best bits of Bond's N64 outing improved on in ways that you hadn't even dreamt of. That's *Perfect Dark*.

Of course, it's like *Goldeneye*. From the moment you spin round into the back of Jo's head the controls, high production values and feeling of wrist twisting tension will be familiar to veterans of 007's



missions. It does look way better though; super smooth yet somehow more solid and featuring lighting effects straight off God's giant disco ball of dazzlement.

But if playing *Goldeneye* was like being in a Bond film, going pad in hand through *PD* is like starring in the best sci-fi thriller you've never seen.

There's a staggering amount of stuff to rave about here. The multi-player option overload means your *Goldeneye* cart could soon be gathering dust. Admittedly, everything slows down in the more complicated multi-player set-ups but Rare are eating take-away pizza to make everything move as fast as the N64's silicon allows. Let's just hope it's slipped for the last time...

GOOD COP BAD COP

+ *Goldeneye* to the power of 10 and possibly the best multi-player game ever.

– The face mapping link up with GBC's camera has gone for moral reasons!

WHERE IT'S AT

Approaching the end of a rigorous testing period. The new, we-mean-it-this-time, date is 30th June. Gah.

We'll be activating our cloaking devices to bring you more on *Perfect Dark* before the tantalising review

Dreamcast

Previewer

Wil Overton

Put two giant Japanese robots loaded with firepower together in an open space and they're not going to make polite chit chat, now are they? Oil those sevo-systems it's...

VIRTUAL ON ORATORIO TANGRAM

NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!

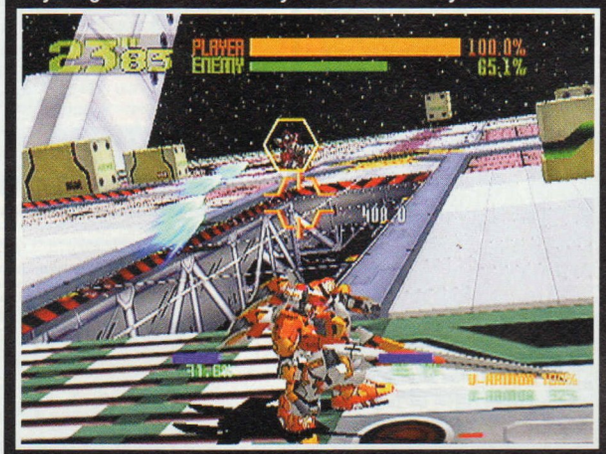
***Virtual On* has to be one of Japan's best kept secrets. You'll be hard pushed to find its twin sticked cabinet in all but the largest Western arcades and the Saturn game vanished as quickly as the machine.**

But in it's home country giant battling Virtualroids are big business and the Dreamcast version of *Virtual On Oratorio Tangram* (*VOOT* to it's friends) has gone down a storm.

At it's most basic you could call *VOOT* just another one-on-one fighter with slickly rendered (by one of Japan's most famous anime mechanical designers, no less) robots taking the place of mini-skirted schoolgirls and Ryu clones. But unlike *Tekken* and *Soul Calibur*, which are basically old-skool 2D beat-em-ups given a lick of three dimensional paint, *Virtual On* is the real thing. If you loose sight of your opponent it's more than likely it's because he's lining you up for a shot in the back. *VOOT* is fast, furious and a breath of fresh air in a sea of fighting lookalikes. Are you gamer enough to take on some real hardware?

TARGET LOCK-ON!

So frantic is the action in *Virtual On* you're not going to hit anything without the aid of your mech's handy lock-on.



▲ It's easy to lose your lock-on so get that strike in double quick!

WATCH AND LEARN!

Whether you'll learn much from the frantic replays in *VOOT* is very much debatable. But they certainly make for some fantastic viewing and you can save your best to a VMU too.

▲ The mech's death sequences are a joy for your visual array.

▲ The buttons on the DC pad (or triggers on the Twin Stick) change the camera angles of the replay.

▲ There's so much going on that sometimes the only way to see what really happened is to watch a replay.

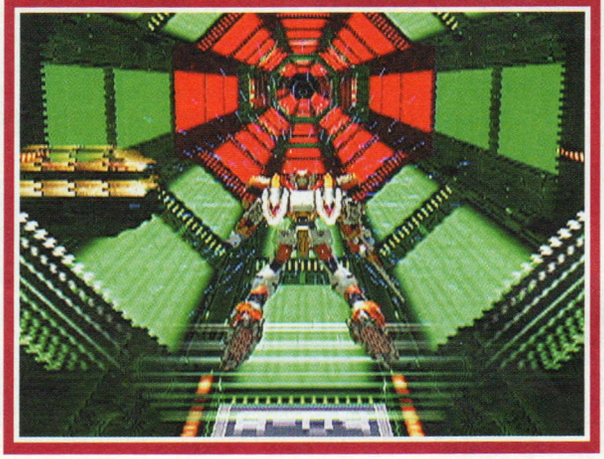
◀ Save all your coolest moves and victories to a VMU and watch them later.

DNA - RNA!

The only way *Virtual On*'s tale of two warring sides (DNA and RNA), fighting for the mysterious power of the Tangram, affects the game is in a change of mech colours.

▲ There's not a whole lot of difference between DNA and RNA modes...

▲ ... except in the colour schemes. We think Temjin looks better in blue, though.



VIRTUAL ON

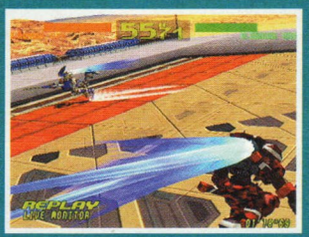
TWIN STICK MASTERCLASS!

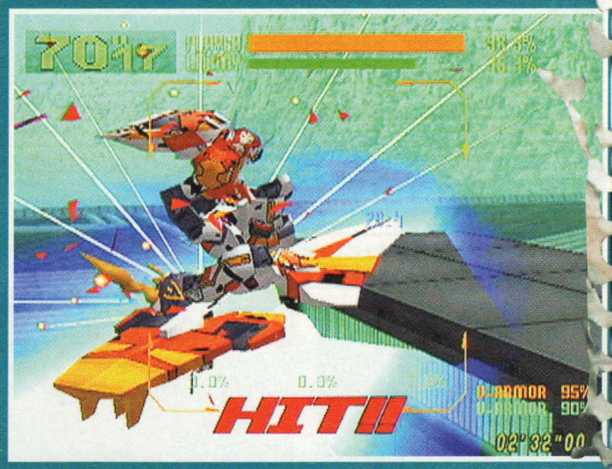
Only the most talented of octopuses will get anywhere with *VOOT* using the standard DC pad. If you can afford it it's best to go for the Sega produced Twin Stick.

▲ Close-up battles call for different tactics to long-range missile strikes.

◀ Use the arena scenery for protection and a chance to plan your attack.

▶ Pull off a special move and you can get some pretty spectacular attacks in. Here, Temjin goes for a bit of cyber surfing.

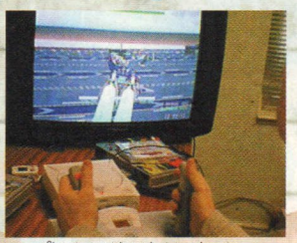




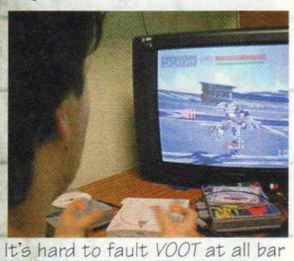
FIRST IMPRESSIONS

A Mechazilla tail slash? Or a bit iron Giant?

Boy-oh-boy, *Virtual On* certainly doesn't go out of its way to make things easy. You'll be lucky to land even a single blow on



your first outing into giant robot land and there's a long hard learning curve ahead before you can even start to call yourself proficient. No wonder it's known as the hardcore gamer's fighter. Fortunately, what you get – if you're willing to put in the effort – is probably the finest, truly 3D, one-on-one battler out there today. And if you use the Twin Stick controller the Dreamcast version is as arcade perfect as you're going to get.

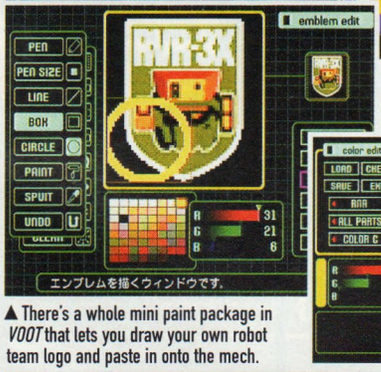


It's hard to fault *VOOT* at all bar it's unrelenting difficulty. The graphics are super slick with the only a hint of slowdown in the final blows replays. There are loads of great mechs to learn (with a fancy 'crystal' one to unlock along the way) and a nice variety of arenas to bash it out in. And the added ability to customise the look of your own Virtualroid is the icing on the steel plated cake.

If you're a Dreamcast owner who's serious about your fighters you could do worse than start to get very excited about *Virtual On*. If Sega can sort out a UK release with all the on-line gubbins that the Japanese get we'll be in mechanical heaven in no time at all!

CUSTOM ROBO!

Don't like those nasty bright colours all the mechs come in? *VOOT* lets you customise your Virtuaroid's paint job.

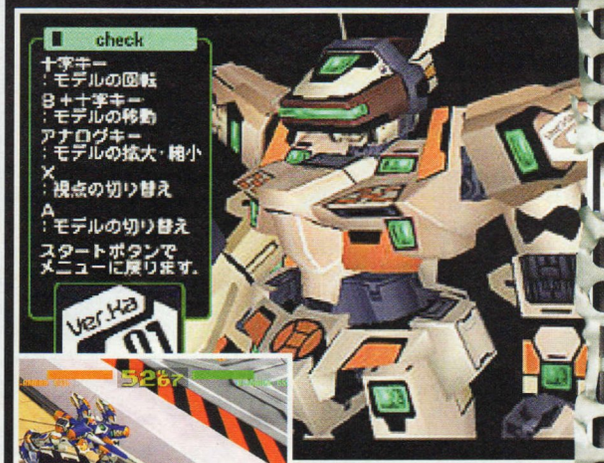


▲ Okay, so it's not very original but you should have seen what we were going to call it!

▲ There's a whole mini paint package in *VOOT* that lets you draw your own robot team logo and paste in onto the mech.

BOLT ON EXTRAS!

Apart from the on-line battles Japanese gamers are already getting cool VMU extras from the *Virtual On* website. So far you can download the best of other *VOOT*ers battles to replay plus a smooth winter white paint job for the hero mech Temjin.



▲ You can only log onto the *VOOT* website using a Dreamcast.

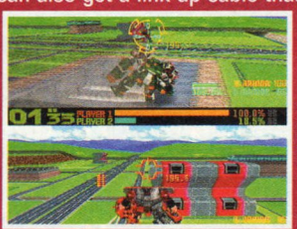
◀ Download the best of the on-line battle and learn from the best.

WE'RE GO FOR LINK-UP!

Fighting games are always better when you've got someone real to go up against and *VOOT* gives you loads of different options on how you and your mate can set up the battles. You can also get a link-up cable that lets you play on two TVs!

▲ The standard two-player layout probably gives the best view of the action.

▲ Looks like you're missing half of the screen in this mode.



▲ This is more like two widescreen tellies and can feel a little cramped height-wise.

▲ The ultimate set-up really has to be the link-up but you need a load of kit.

GOOD COP BAD COP

+ A fast and furious mech fighter with a fantastic depth and skill.

– Could be just too hard for many. Really needs the expensive Twin Stick.

WHERE IT'S AT

Currently wowing our Oriental chums, *Virtual On* is strangely absent from Sega's UK release list.

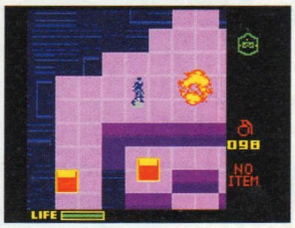
What on Earth are Sega thinking by denying us this? If a PAL version turns up we'll review it post haste.

DATA ▶ FORMAT PREVIEWED: GAME BOY | PUBLISHER: KONAMI | OUT: APRIL | CALL: 01895 470 500 | PRICE: £25 | PLAYERS: 1-2 | DEVELOPER: KONAMI | OTHER FORMATS: NONE

Solid Snake's new mission might be on the smallest console but it's dancing sneak-to-sneak with the PlayStation version as the most seriously stealthy game you've ever seen!

METAL GEAR SOLID

NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!



We can imagine Solid Snake having a Game Boy tucked away in his stealth suit. It'd help pass the time on the long flights to terrorist strongholds in Antarctica. And he'd turn the sound down so as not to alert the other passengers, the stealthy old devil.

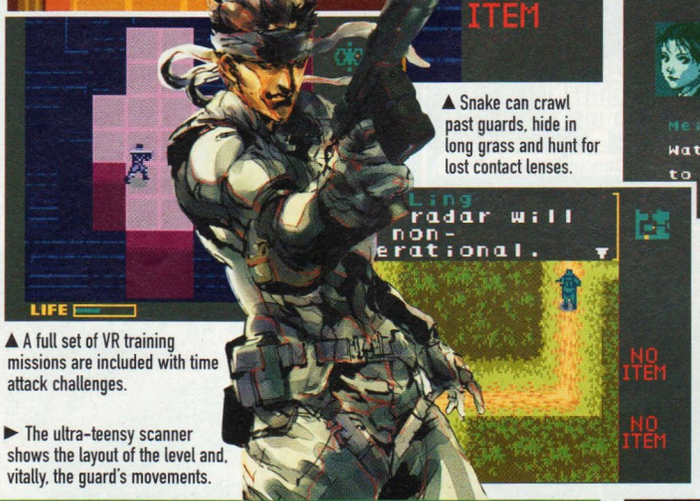
Lovingly worked on by *Metal Gear* creator Hideo Kojima, this all new mission has the makings of a miniature classic. Other Game Boy takes on the bigger consoles' star players (*Turok*, for example) usually end up as bog standard, side scrolling platformers. Not *MGS*. The graphics might be titchy but the gameplay's as tense as the PSX version.

You can creep up on and kill sleeping guards and crawl around in the shadows. Get spotted and – woo! woo! – that marrow freezing alarm goes off as swarms of enemy guards approach. Most of the weapons and gadgets from the PSX game have been through the shrinking ray too. You can even hide in cardboard boxes! Add a set of VR training missions and a head-to-head link up game and we reckon this could be one of the GBC's finest moments yet.

NIGH ON PERFECT PORTAGE!

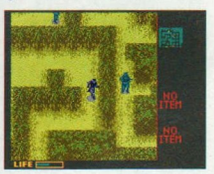
Snake might be smaller on Game Boy but he's far from worm like. This new mission features all the elements that made the PlayStation game so ace, but this time, it's just dead dinky...

▲ Security camera's sweep the enemy compound. Avoid their unblinking gaze.



▲ Snake can crawl past guards, hide in long grass and hunt for lost contact lenses.

▲ You can get tips, save and have the plot explained by gabbing to your mates on the good old comm link.

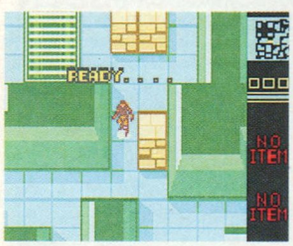


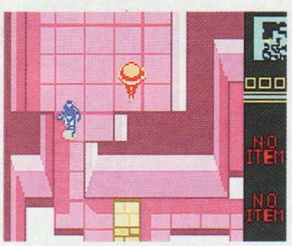
▲ A full set of VR training missions are included with time attack challenges.

► The ultra-teensy scanner shows the layout of the level and, vitally, the guard's movements.

YOU SNEAKY GET!

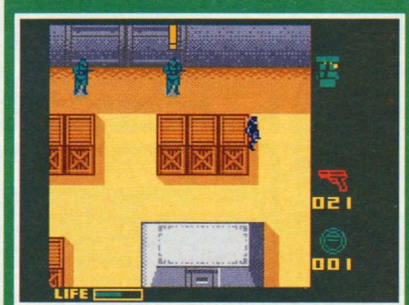
This two-player link-up mode's an *MGS* first. You have to swipe three discs and make it to the exit before your mate.





BEHIND YOU!

Never played *Metal Gear*? You haven't lived. Right from the original NES game it's been about stealth rather than action movie heroics, and this GBC version is no different...



▲ Tap on the side of this crate to attract this guard's attention. The '!' means he's heard something.

▲ Leg it out of his sight and you'll confuse the hell out of him, hence the '?' above his head.

▲ Get spotted and you're in big trouble with a constant supply of new guards helping their mates.

GOOD COP BAD COP

+ Same hide and sneak gameplay as the full sized PlayStation version.

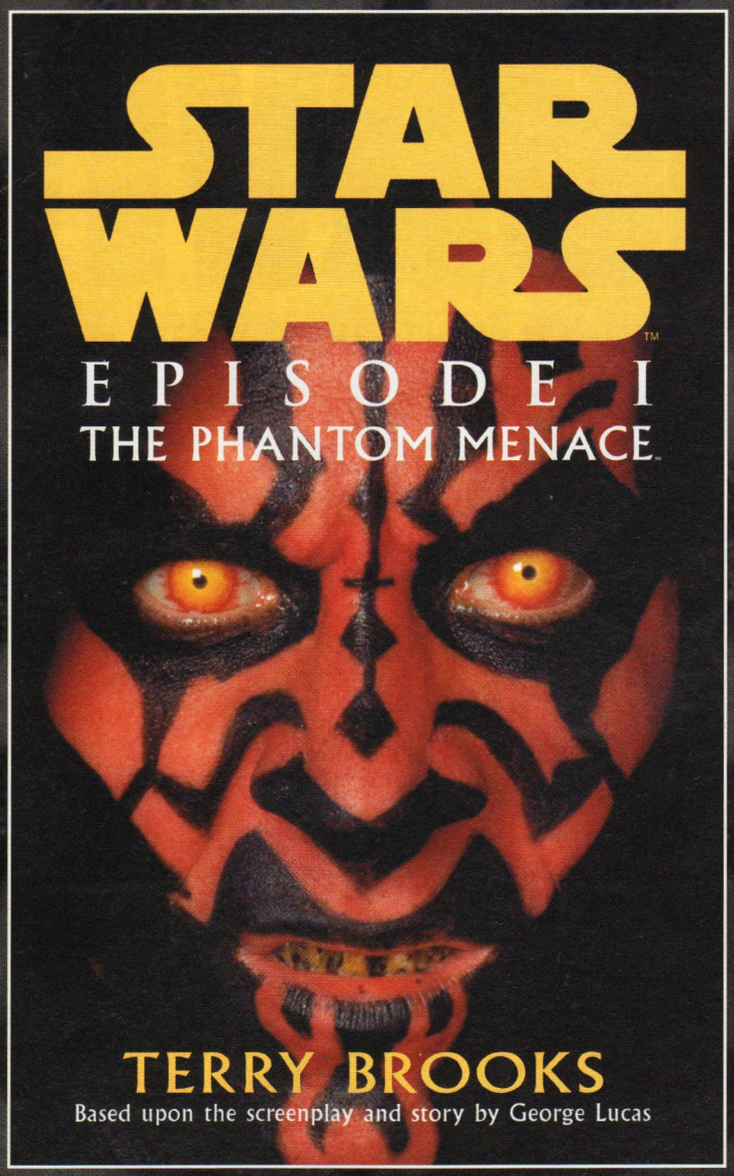
– They've had to make the characters small to fit it all on a titchy screen.

WHERE IT'S AT

Out in Japan in around a month's time, you'll be tip toeing through a finished UK version in no time.

We'll be strapping ourselves into the rubber comfort of the stealth suit and reviewing this next issue.

OUT NOW IN PAPERBACK



THE WHOLE STORY THAT BECAME

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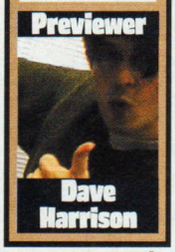
PlayStation

Previewer



Dave Harrison

More Evil? Thanks, but I really couldn't manage another drop of the stuff. No really, I don't want any more. Look, please, I said no... alright, now just back off!

RESIDENT EVIL SURVIVOR

NEW GAME! ☐ FIRST SHOTS! ☐ NEW GAME! ☐ FIRST SHOTS! ☐ NEW GAME! ☐ FIRST SHOTS!

Is there no end to the evil that Capcom keep spraying everywhere? It's as though they have an endless supply of evil or a big tub of it in their garage and they keep on going back there to get more.

With *Resi 3* out in the shops and Code: Veronica just around the corner please welcome *Resident Evil Survivor*...

Not to be confused with top US eighties rock band this is, in fact, a brand new type of game! Yep, it's Survival Gun Shooting! Capcom are very eager to make the point that this is not a lightgun game. It's actually a first-person adventure that can be played with a G-Con. If you hold down the trigger button while pointing away from the screen you move forward and can explore various locations. Then, when you find some evil types, you can shoot them in a lightgun kinda way

So it's a 3D *Resident Evil* where you get to square up to lickers, hunters and (everyone's favourite) the zombies face-to-face with a first-person perspective. Excited? Yeah, well you should be...

NEXT!

Zombies are simple creatures. They're not bothered with their appearance or airs and graces. All they want is to be shot, so they line up nice 'n' neat and suck up their punishment.

▲ In the nads. Now that is really going to sting in the morning. Believe me...

▲ Out the of the shadows comes a moaning rotting man - Hank Marvin.

▲ If you let the zombies get this close, you're in for a bit of neck munching action.

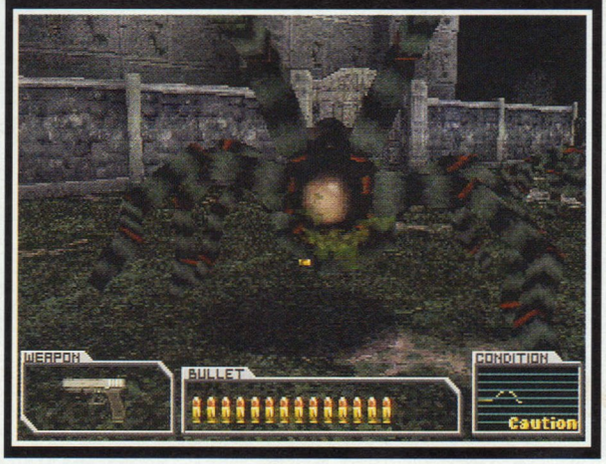
◀ As you have the first-person perspective zombies can creep up on you.

INCEY WINCEY!

Truly the least pleasant gaming experience you can get is battling a giant tarantula with a tiny handgun. Not as bad as playing *FIFA 2000* with bleach in your eyes, but still nasty.

▲ Try washing this eight legged fiend down the bathroom sink. Just try!

▲ Whoaah! Now that's what I call a really big spider, man. Really hairy.



HELLO SMILER!

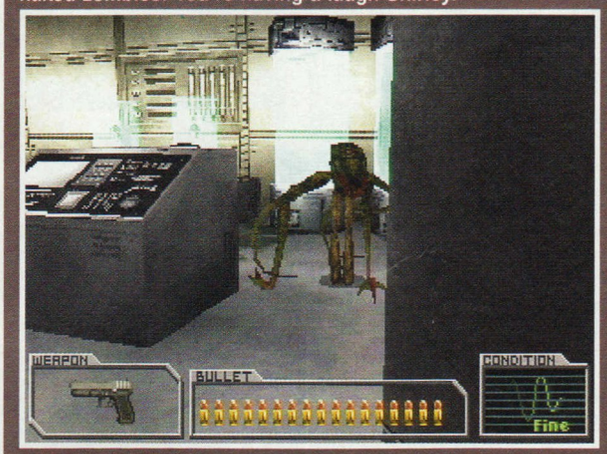
This happy chappy is Tyrant, or Tyre to his friends. As with *Resident Evil 2* he pops up just when you most expect him.

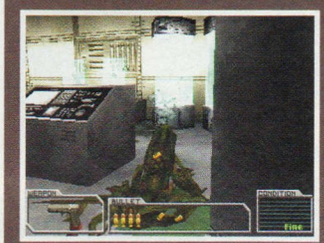
▲ Just like the Tyrant in *Res Evil 2* this guy keeps on coming, even when shot!

RESI: SURVIVOR

STRANGER THAN STRANGE!

You get your zombies, right. They're cool. Then you get your lickers and hunters – I can dig them. But walking plants, and *naked* zombies! You're having a laugh Shirley.





▲ A touch of the Little Shop of Horrors with this droopy foliage type monster thing. Someone went a bit mad with the old Baby Bio… baby.

◀ The ultimate weed killer – a berretta. You could say that I had green fingers, but they are actually slightly pinkish so don't get cheeky or I'll start to do a little pruning on yourself.

▲ Most of the zombies are very easy to hit as they are really slow moving. But the crows are a lot trickier. Unlike Westlife they are in fact flying with wings so wait till they are in the air and make their flights a real shoot lived event with a few choice shots. Pull!

TRICKS!

It may look a bit different but it's still got a touch of that scary *Resident Evil* magic throughout. Hey, look! Zombies nestling behind a conveniently placed window. I'm sure I must be safe this side. Oh my God! They've broken through! Aahhhhhh! What a sucker I am.

▲ Hey zombies, having problems with the double glazing. You pussies.

▲ Oh right! For breaking a pane you will pay the ultimate price – £20.

THE NIPPY, THE BAD AND THE UGLY!

While the zombies just line up to be shot, the lickers and hunters are a bit more agile and will try to out-flank you. This can lead to some rapid twisty-turny action while still trying to get a good shot in. Nightmare!

▲ You have to make sure you're accurate with you long distance shooting as they'll swing for you, given the chance.

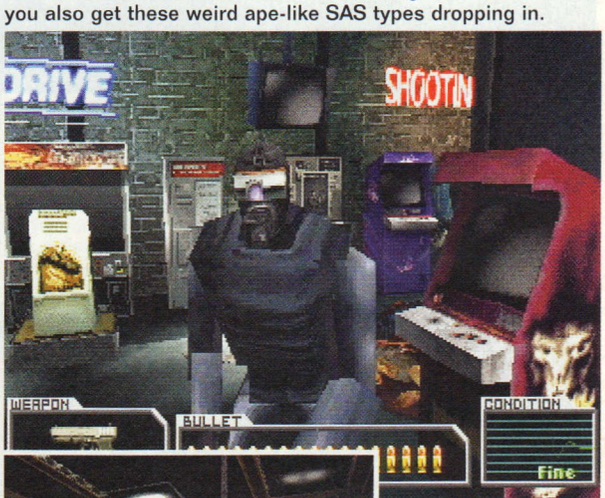
▲ Unfortunately, the Lickers hunt in pairs so get moving or risk getting a good… er, licking!

▲ There's a hunter hiding just behind his trousers.

▲ The thrill of having a first person *Resident Evil* is getting really up close and personnel with the monsters that have populated the world's favourite survival horror.

THE CLEANERS!

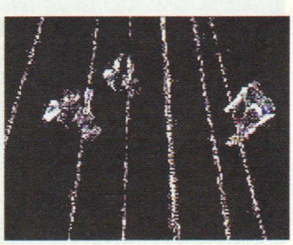
As if the usual evil creatures weren't enough to contend with, you also get these weird ape-like SAS types dropping in.



▲ Strange… they've got really long arms and short legs!

▲ They only need one bullet and they hit the deck and then dissolve into a green gas!

▲ More choppers! They just can't get enough of the wonderful whirling blades in the *Resident Evil* cut scenes.

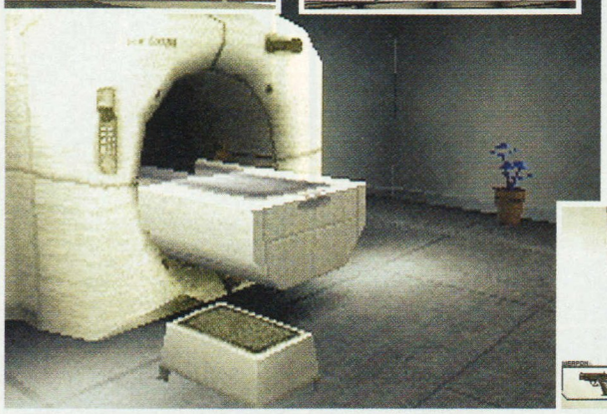


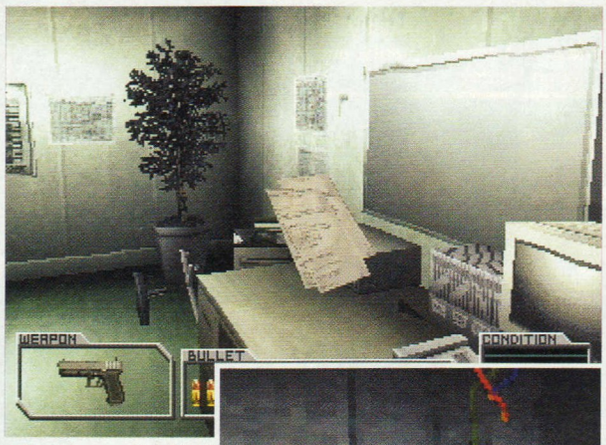
▲ The Cleaners are dropped into the danger area to sort out Umbrella's messy situation and eliminate witnesses.

DATA ▶ CERT: 18
SAVE POINTS: NONE
PLAYABLE CHARACTERS: ONE
FUN: A POCKET FULL
SEQUEL?: SPIN OFF MORE LIKE
ANORAKS: ONE

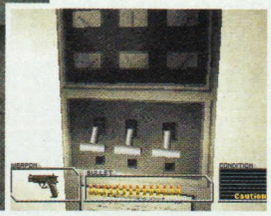
PICK ME UPS!

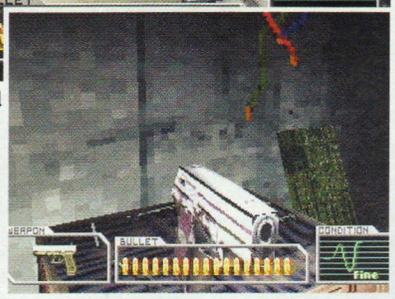
Gone are the safe and warm trunk rooms. Now you can pick and collect as much stuff as you want. And there's a lot of it about. There are files (hmmm... interesting), herbs (hmmm... tasty) and guns (hmmm... guns).





◀The pick ups are found in all the predictable places. Hit a button and all will be revealed.





▲ As you go through this adventure, there are several different routes which have they're own rewards. Keep a look out for better weapons and ammo.

HEY KIDS!

Along the way you manage to scare some small children called Lily and Lott. Their father used to work for Umbrella and what Lott knows may be the key to the whole mystery.

▲ Everyone seems to scared of you. Here Lott hits you with a baseball bat!

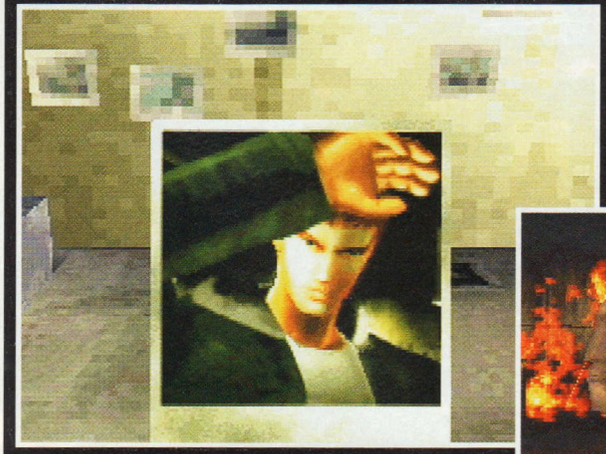
▲ But when the kid goes missing Lily turn to you for help. Spoilt tyke.

THE THICK PLOTTENS!

You are Vincent. But you don't know that you're Vincent. You see? After a helicopter crash you're knocked out and you can't remember a thing about your previous life. But what you do know is that you're pretty unpopular and that you MUST SURVIVE! And while you are surviving you must find out just who you are and what you once did. It's like What's My Line, only backwards.

▲ Tragedy! Vincent suffers from head aches, probably caused by mobile phone use or perhaps sitting too close to the TV.

▼He keeps on getting flash backs and small clues as to what happened.



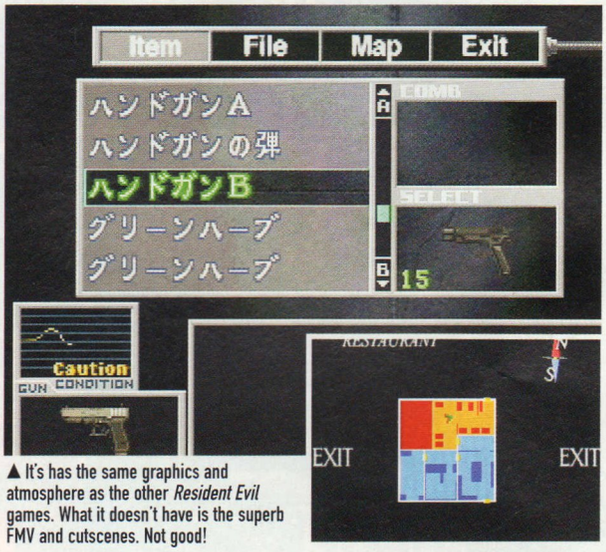
▲ Fearing they will steal his soul Vincent's a bit shy of cameras! He finds this photo of himself in an office. Who took it? What for? And who cares?

▲ Despite the fact she's only six, Vincent tries to get Lily to come out of the closet.

▲ The action starts with Vincent trying to escape in this helicopter with a nutty professor clambering up the side. He thinks he's the Fall Guy or something.

SAME DIFFERENCE!

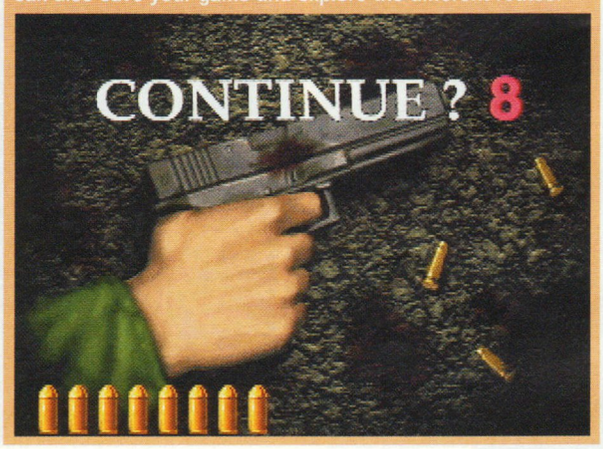
Survivor still has the unique *Resi* atmosphere with all the usual door screens and maps of the areas. The main difference is the much bigger inventory screen.



▲ It's has the same graphics and atmosphere as the other *Resident Evil* games. What it doesn't have is the superb FMV and cutscenes. Not good!

I WILL SURVIVE!

Yeah but only just. *Survivor* has got itself a bit of an arcade feel as when you die you get the chance to continue. You can also save your game and explore the different routes.



RESI: SURVIVOR

YOU GIVE ME BLOOD!

Now you're face-to-face with the evil, you're in the thick of all the blood and mess. Unfortunately, unlike *House of the Dead 2* on the Dreamcast, you can't target specific body areas. There's still plenty of the red stuff a-flowing though.

▲ It's heavily pixelated but it's still blood. It just sprays out in square droplets. Now that is what I call horrific.

▲ Obviously Liverpool are playing at home. It's just one of those day when the best thing is some aspirin and rest.

▲ Lock and load up your shotgun to get that extra spray of blood and guts. Guaranteed an 18 certificate.

MY ARSENAL!

Just like the other *Res Evil*s you start the game with just a pistol but, lo and behold, you soon find a shotgun.

▲ A rocket launcher – the gentleman's choice.

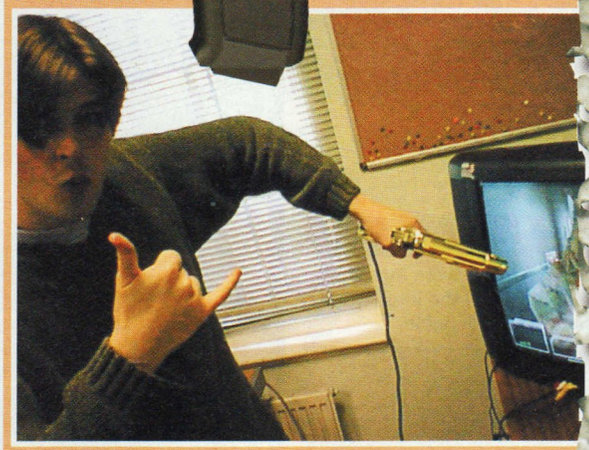
▲ 'Will you take the shotgun?' Hey why the hell not, I've got some zombies to kill and some space in my pocket.

JIM SWARVE!

If you're gonna be handling your weapon a lot you might as well try and be a bit creative with the thing.

▼ Ain't nuthin' but a G-Con. I'll pop a cap on your head sunshine er... muthabitchie.

▲ "What's on the box? What's on the b... Giving it Brad Pitt in Seven stylee!



THIS IS A MATERIAL WORLD!

This is first time UK gamers will be witnessing the *Resident Evil* world in glorious 3D polygolygonial splendour. And despite the limitations of the old PlayStation they haven't made that bad a job off recreating it.

▲ You're finally getting to the centre of the Umbrella organisation. And it stinks.

▲ The adventure takes you down to the dark dank sewers. And it stinks there as well.

► Watch out for what's lurking behind those dark corners.

FIRST IMPRESSIONS

More terrifying tactics? Or a timid tictac?

This is the first *Resi* on the PSX to have a 3D environment and, unfortunately, it doesn't look good for it. Not able to use

rendered backgrounds for obvious reasons the *Resi* universe looks really uninspired, scruffy and dull. Then when you get too close to the monsters you see that they are actually horrific clusters of polygons.

You can see why they are keen to state this isn't a lightgun game as it will obviously draw comparisons with *House of the Dead 2*. And suffer. But instead of having bone and sinew splattering arcade

gameplay, *Survivor* has kept to the traditional horror school of suspense and requires you to roam around and gather items instead. You achieve this by using a G-Con lightgun with a combination of trigger and A and B buttons. This is a novel way of playing but, ultimately, a bit limiting. Gone are the puzzles and shoving things around, so what you're left with is some very stripped down gameplay which relies heavily on the action aspect.

Offing zombies, dogs and lickers in a first-person way is, at first, really cool. But, unlike *HOTD* where you can pick off limbs, these zombies just walk towards you, soak up a few bullets and then fall to their knees. Slowly. And this process quickly becomes dull.

GOOD COP BAD COP

+ It's *Resident Evil* and, at last, they've tried something a bit different.

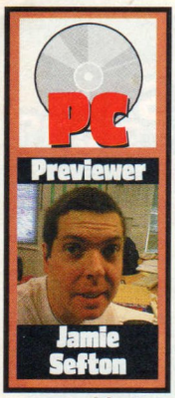
– The control system is very unfamiliar and it's all a bit strange and not right.

WHERE IT'S AT

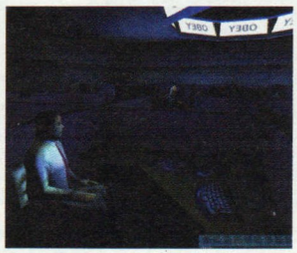
The NTSC version is complete, we're just awaiting a finished UK version to crawl on over.

We're all big fans of the evil here in the office so we'll be eager to give this a good seeing to next issue.

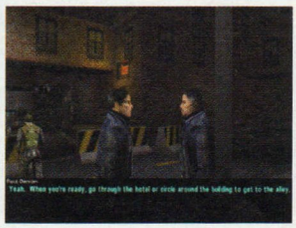
DEUS EX



Forget the hype and nonsense surrounding ion Storm's forever-delayed *Daikatana*, check out the lip-smacking graphics of this future-noir action adventure instead.



NEW GAME! ☐ FIRST SHOTS! ☐ NEW GAME! ☐ FIRST SHOTS! ☐ NEW GAME! ☐ FIRS S!



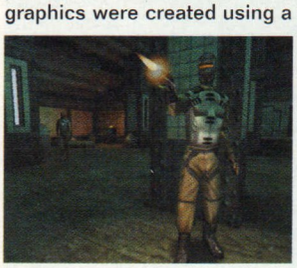
If you thought that RPGs just involved orcs and stupid wizards prattling on about the Sword of Nor-Gribble, then you'll be cock-a-hoop over the latest game from legendary *System Shock* producer Warren Spector.

Deus Ex is a dark and frightening, story-driven, first-person adventure set in Earth's near future, where the economy is collapsing, pollution and drugs are rife and dangerous conspiracies thread through the whole of society. You play an anti-terrorist operative who's drawn into a secret world of twisted technology and horrifying adversaries.

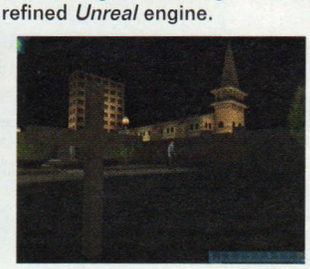
With the freedom to develop a unique game persona, hundreds of intelligent characters to interact with, puzzles with multiple solutions and a gripping plot, *Deus Ex* looks like a storming title.

YOU'RE GORGEOUS!

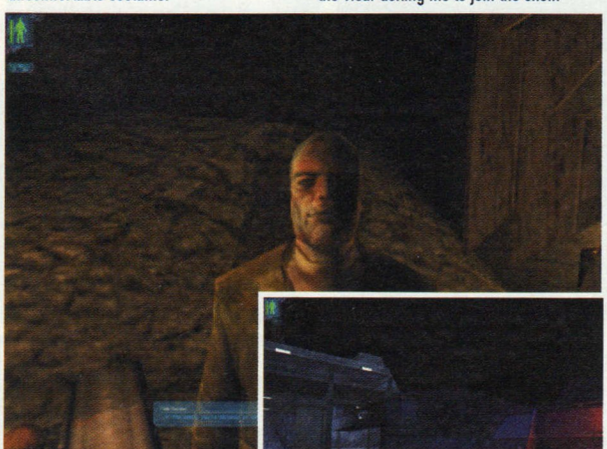
Over 100 characters are included in the game, with incredibly photo-realistic faces and textured clothing. All the in-game graphics were created using a refined *Unreal* engine.

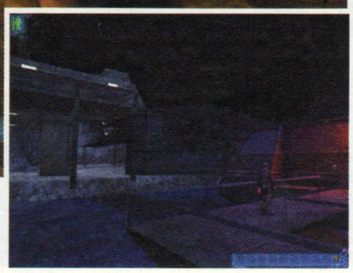


▲ The Gimp was pleased to be back in his uncomfortable costume.



▲ How to sneak into the church without the vicar asking me to join the choir.

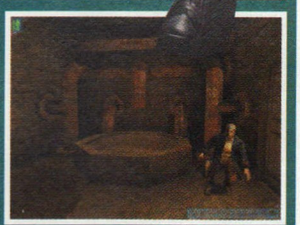




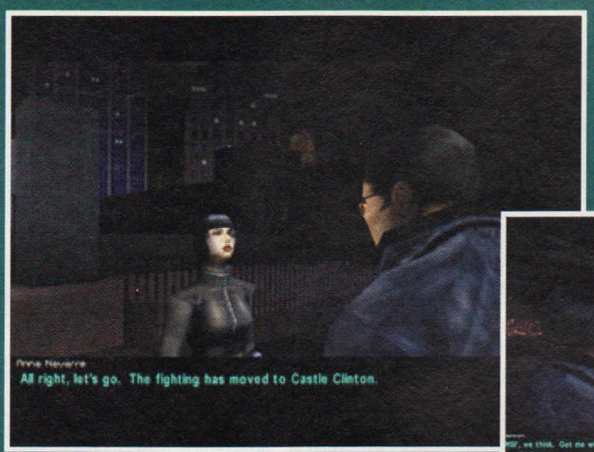
▲ Heh heh! Give me 50 pence and I'll give you a kiss. Oh go on, please – I brushed my teeth last month. Look, see? Super fressssh!

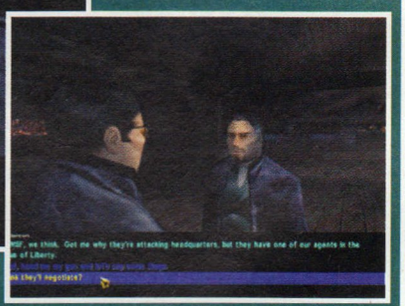
READ MY LIPS!

Ion Storm have specially developed an innovative real-time lip-syncing technique for *Deus Ex*, that allows them to instantly translate all of the game's speech into any language. Magnifique!

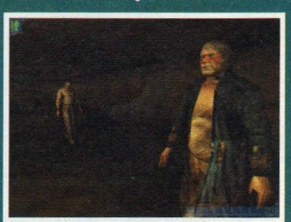


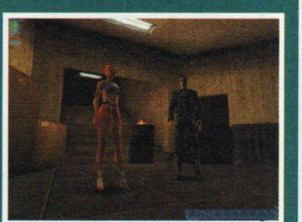
▲ Phew, I'm knackered! Mind if I have a bit of a sit down. Cheers.



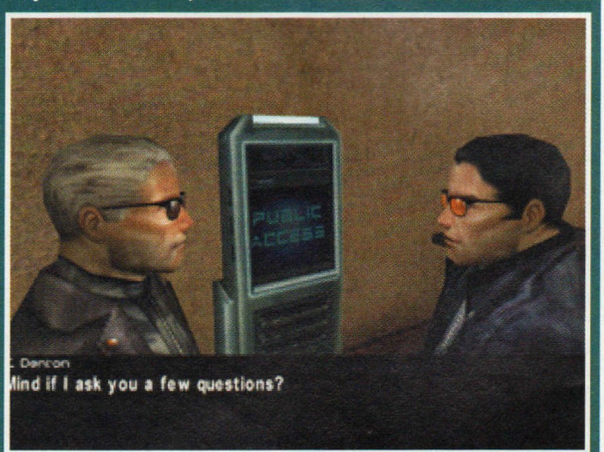


▲ Earth in the future has pollution, killer drugs, terrorists and worst of all, Goths – stinking of Patchouli oil and listening to The Sisters of Mercy.





▲ Warren Spector is proud that *Deus Ex* contains elements from *Monkey Island*.



▲ How you want your character to turn out depends on what questions you pose. So you could ask how to kill everybody or, alternatively, how to sneak past them.

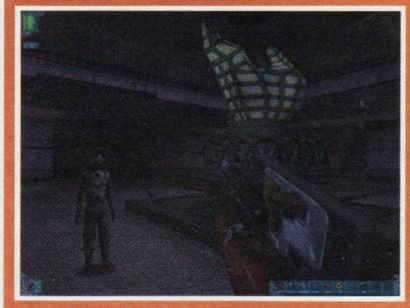
SHOOTOUT!

The AI of the game is superb, with characters joining in fights against other computer-controlled baddies. Although it won't ship with the finished game, Ion Storm are planning a Deathmatch add-on.

DEUS EX

OOO WHAT A BIG WEAPON!

Each weapon is unique, from a rifle with a telescopic sight to a pistol with a silencer for crafty kills. Spector was a huge fan of *Half-Life* and has included a crowbar as a tongue-in-cheek tribute to his mates at Valve Software.



▲ One of the earlier missions is set on top of an old woman – the Statue of Liberty.

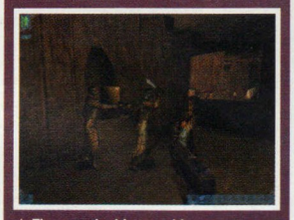
▲ This week I will be mostly wearing, skin-tight plastic body armour and slippers.

▲ Look, crying about it won't stop me blasting away. Grow up, and take it like a man!

WELL 'ARD!

Deus Ex has tons of nasty baddies waiting to finish off your character in a variety of excruciating ways. The AI has been refined so that, for example, guards will be alerted to your presence when you fire a stealth pistol nearby, because the shell casing from the gun has clattered to the floor.

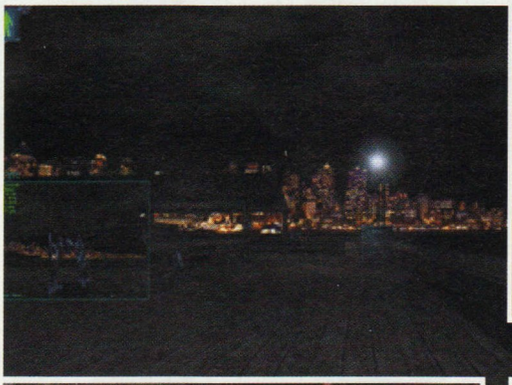
▲ Somehow this little robot fellow doesn't seem as friendly as R2-D2.

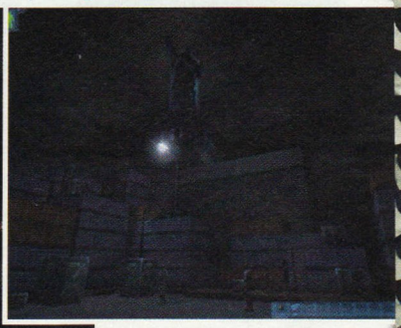


▲ The guard whips out his secret weapon – a Swiss Army Knife!

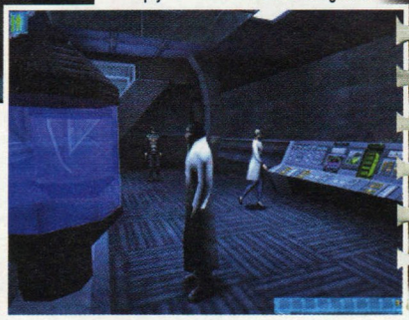
GLOBE TROTTING!

The game has expansive indoor and outdoor locations dotted around the world from New York to Hong Kong, all recreated from actual maps and photographs.





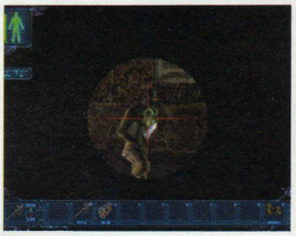
▲ All objects are useful. Why not use an empty soda can to distract the guards?



◀ Missions are linear, but players can solve puzzles in many different ways. As Warren Spector says, "The plot is mine, but the story belongs to the gamer." Now isn't that a refreshing change.

BODY SHOP!

As well as skills, your character can upgrade their body in a Six Million Dollar Man-stylee. Tiny nano-robots dash about giving you stuff like better eyes for infra-red viewing, or tougher skin for withstanding fire, explosions and emergency acupuncture.



▲ These so-called 'augmentations' allow you to customise your in-game persona.

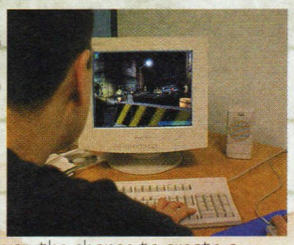
▲ Sorry chap, but I have to say that this is going to hurt you more than it is me.

► This easy-to-read menu is where you choose your skills.

FIRST IMPRESSIONS

God in the machine? Or a poodle in a blender?

Deus Ex starts by giving you the choice of a small set of skills, such as demolition, computers, explosives or weapons – allowing



you the chance to create a character who, for example, can hack computers quickly or take out a sniper with super-accurate shooting. It's very simple to understand and doesn't involve complicated concepts such as 'magic energy' or other Dungeons and Dragons RPG nonsense.

When you begin the actual game, the first thing that you notice is the impressive graphics, with huge open areas,

detailed buildings, fiery explosions and distant city skylines. It plays like a first-person shooter, so you can charge around blasting everything in sight or sneak about in the shadows, picking off enemies one by one. Also, *Deus Ex* is 'goal orientated', with constant reminders of all the objectives on each level so you don't wander around aimlessly wondering what to do next.

The game looks incredibly ambitious and may be over-complicated for some gamers used to the instant visceral thrills of *Quake* or *Half-Life*. But *Deus Ex* could be the kind of game that sucks you into its nightmarish world and won't let go until you discover all its dark secrets – with the advantage of no annoying goblins. Result!

GOOD COP BAD COP

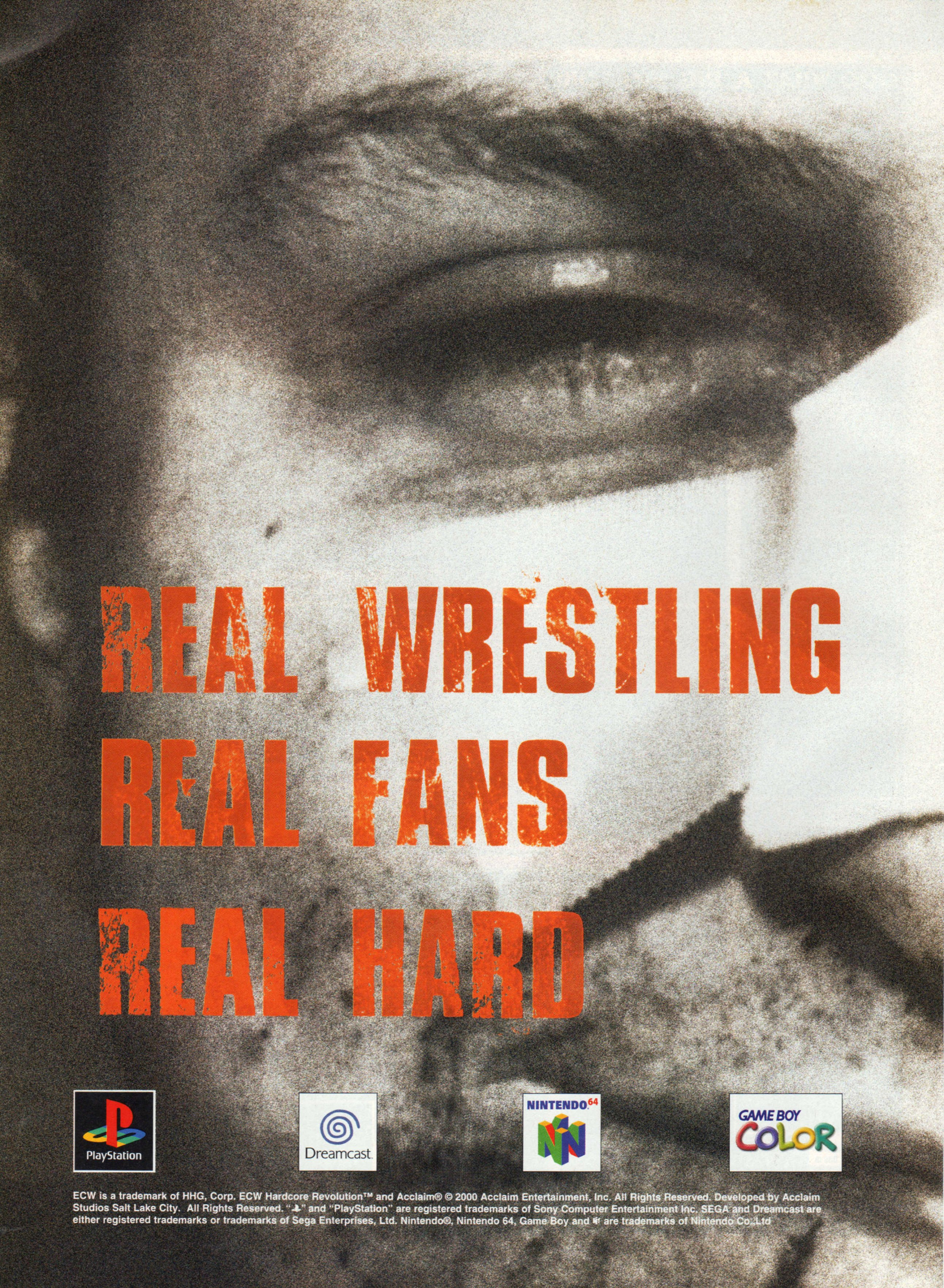
If it balances all the elements *Deus Ex* will be a very exciting prospect.

Could be confusing and bogged down with unnecessary baggage.

WHERE IT'S AT

There's still some work to do on the recording of the character voices and 'balancing' of the gameplay.

If things don't go *Daikatana*-shaped, there should be a full review in a few issues time. Hoorah!



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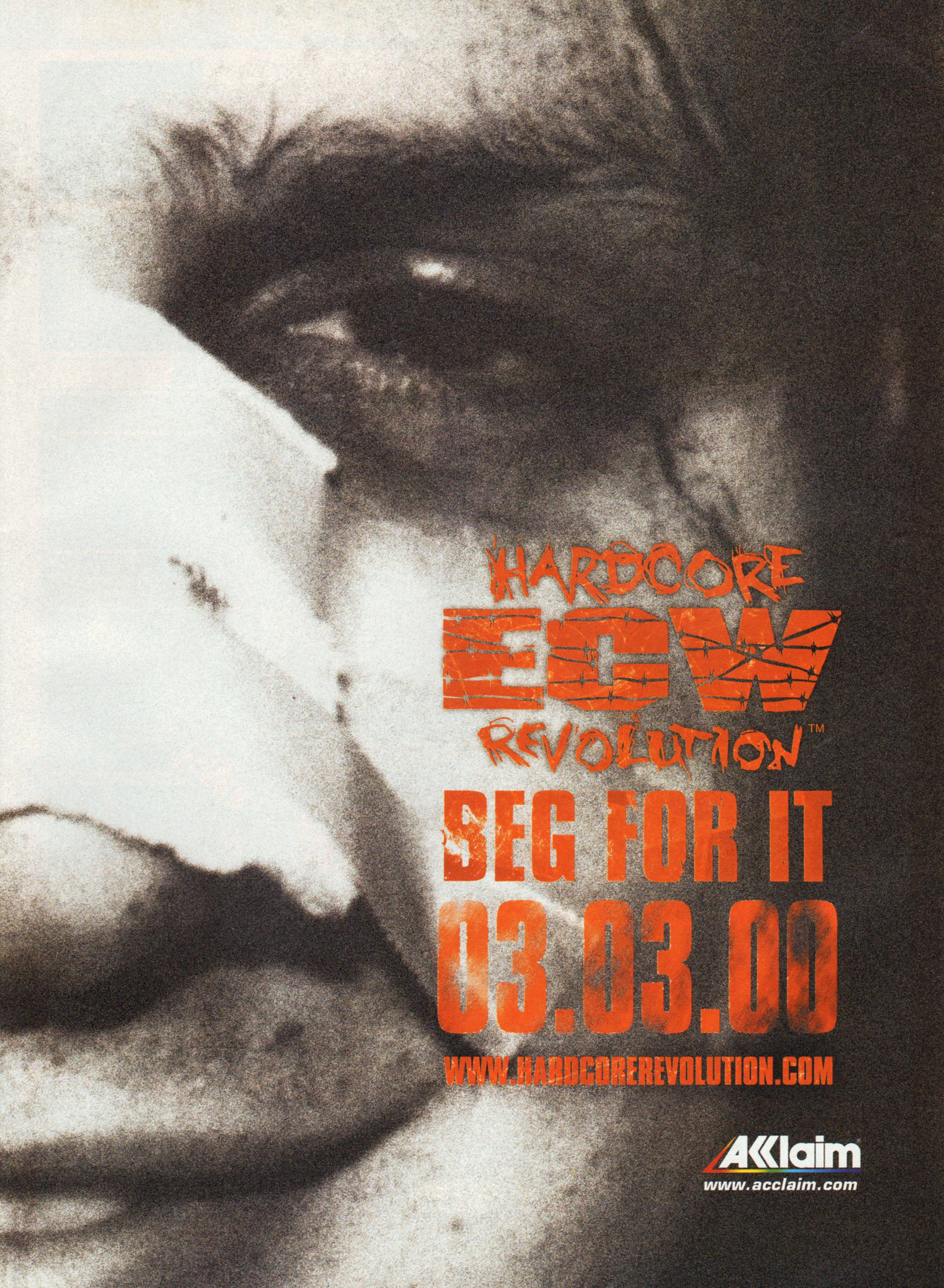
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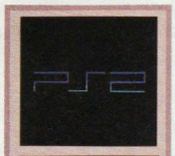
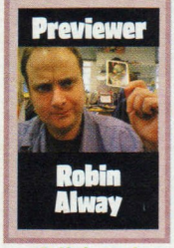
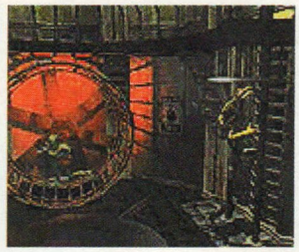
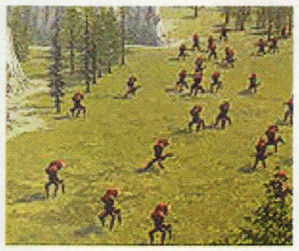




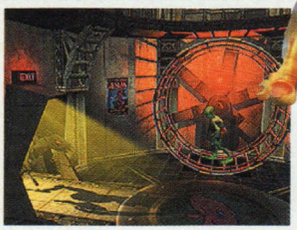
Huge amounts of imagination poured into the most powerful games machine ever seen! The result? A living, breathing, and but of course, fartingly real new Oddworld game!

ODDWORLD: Mmunch's ODDYSEE





NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!



And we thought the original *Oddworld* game was a bit freaky.

This PlayStation 2 powered sequel waves goodbye to the original game's 2D flip screens and pelts like a pig into muck for a staggering, fully 3D, real world, real-time adventure that's almost too much for our simple brains to fully take in!

Allow us to explain using this handy example. Rather than shooting a Slig you'll be able to nick his credit card, empty his bank account and see him weeks later on the street, begging for change!

Freaky freedom fighter Abe plays a supporting role to Munch, a lab experiment and the last survivor of his species. Munch and Abe have very different abilities and you'll need to switch between them as you lope through some stunning 3D landscapes.

FREEDOM!

Oddworld's never looked better or seemed odder. Playing as Munch and Abe it's up to you to lead your enslaved, experimented-on races to safety.

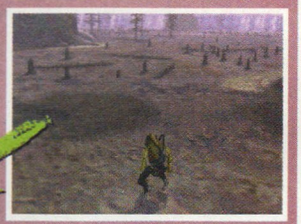
▲ Onwards brave Mudokans! We will fight them in the meat factories...

▲ This may be intro footage but it's hard to tell it from the in-game graphics.

▲ And now the baddies. The Sligs are back and looking more spine wibbling nasty than ever.

THE WEIRD CAM!

3D games are great but getting the camera not to lurch about like your drunken uncle's camcorder at a wedding can be tricky. The coders of *Munch's Oddysee* are promising a much more cinematic approach...



▲ Look! The camera starts off behind this Slig before going on a grand tour that fair takes your puff away!

▲ Cor! See how it swoops behind the Sligs head as he looks up at the disturbingly odd balloons!

▲ Gasp! See it seamlessly follow the Slig inside the building!

▲ They're aiming to make the in-game camera super slick.

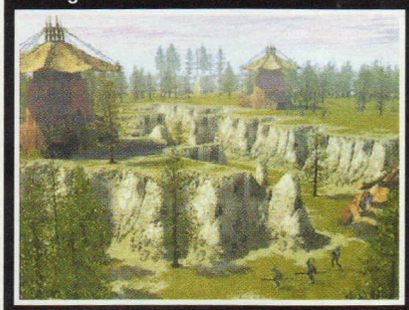
FANCY A BREW!

After a hard day of being oppressed by the Glukkons, Mudokahns like nowt better than a drink and a chat at Alf's Rehab & Tea. These refreshment huts are the perfect place to practice the Gamespeak.

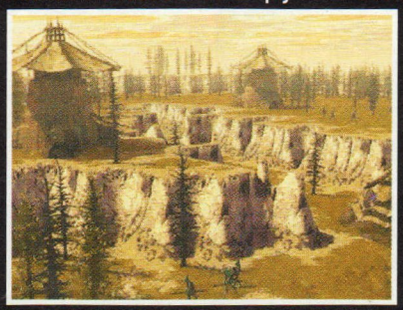
MUNCH'S ODDYSEE

WEATHER WITH YOU!

Cor! It makes the stuff outside your window look rubbish. You'll be amazed as night turns to day and the weather changes throughout the world! This level of environmental interaction has simply never been seen before!



▲ *Oddworld* starts off as this green and pleasant land. All very home counties...



▲ Now in the blink of an eye, it's full of autumn fruitiness like a plate full of Mr Kipling's Pies!

▲ Finally, snowy old winter. All four seasons (er, except Spring) in a few seconds!

CYCLE!

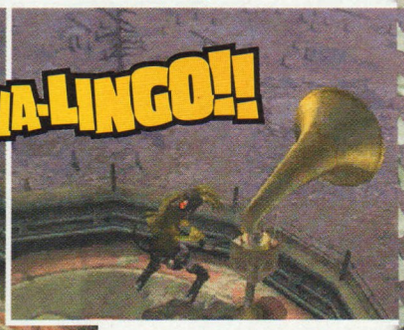
'Diddy' David Attenborough would love the new 3D *Oddworld*. It's populated by huge herds of freaky creatures. And, because they've all got their own life cycle, you can alter their behaviour to your heart's content. It really is a completely sealed microcosm.

▲ This Paramite's hanging around bothering no one by a windmill...

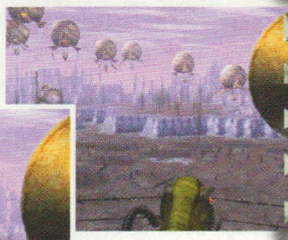
▲ ... but look at his herd of mates! Very Jurassic Park.

ALL ALONG THE WATCHTOWER!

Oddworld's looking amazingly lifelike on PlayStation 2. Here a loathsome Slig raises the alarm from the safety of his watch tower. Yeah, come on down chicken boy!



▲ Wooooo! Woooo! A guard Slig sounds the alarm and his mates come running.



▲ This doesn't look good. Huge balloons carrying bombs! Ring the alarms!

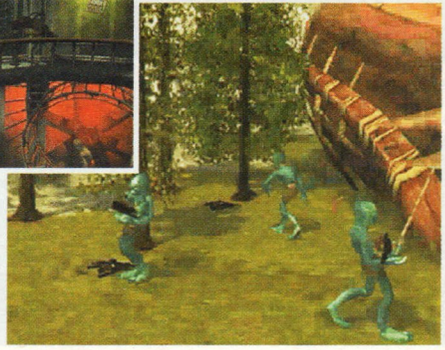
◀ Rather than shooting Sligs, you'll be able to humiliate them publicly!

▲ The Sligs patrol their territory from these huge watchtowers.

THE GANG'S ALL HERE!

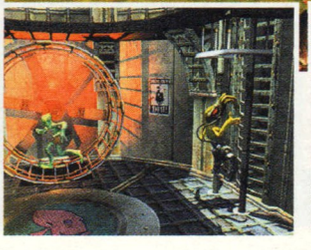
The thing to remember about *Munch's Oddysee* is that it's very much set in the same Oddworld we knew and loved in the first two games. Any Abe obsessives should recognise this lot of characters even after their inflation into 3D beings.

▲ Paramites are everywhere. Only this time they're dead clever, like.



▲ Sligs are still the footsoldiers of evil but they didn't look this nasty in 2D.

► Abe's fellow Mudokhans are still oppressed folk.



FIRST IMPRESSIONS

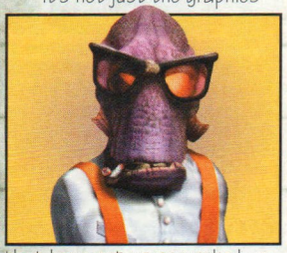
A perfect world? Or a bit guff-worthy?

Munch's Oddysee's such an advance on the last two *Oddworld* games that they're made to look like knuckle

dragging apemen compared to a big bonced, silver-eyed human of the future! Or something.

Course, it's not playable yet with developers Oddworld Inhabitants planning a simultaneous release with PS2 in the US and Europe. But we have seen some in-game action and can confirm it looks as good as the cutscenes from *Abe's Exoddus*.

It's not just the graphics



that have got us so worked up, though. The power of PlayStation 2 is being used to make something truly epic. Munch's quest takes him, and co-star Abe, through an environment that the creators are calling a 'self sustaining biosphere'. This means that everything in *Oddworld* from the huge BigBroSligs to the smallest crawling Meetle act like they're alive. All the creatures have life cycles that you can experiment with like an evil scientist. As well as shooting them, naturally.

Expect to see a much advanced form of Gamespeak too as you gad about the world, manipulating different races with the ultimate aim of defeating evil Queen Margaret (ex owner of RuptureFarms).

GOOD COP BAD COP

+ All *Oddworld*'s freaky imagination in the cutting edge PS2. Lummox!

− Too complicated for its own good? Anything this ambitious could fail.

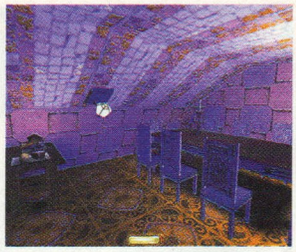
WHERE IT'S AT

Abe creators Oddworld Inhabitants are hoping this'll be a PS2 launch game in Europe come September.

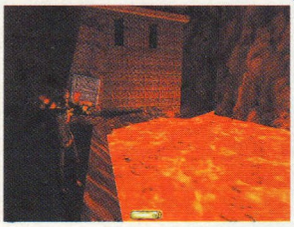
As soon as this touches these shores, we'll grab it, bag it and rush you a review post haste.

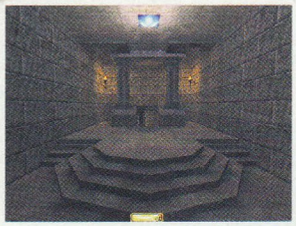
THIEF 2: THE METAL AGE

Fancy nicking some posh jewellery or breaking into the mansions of the rich and famous? The sneak-fest is back but it's not going to hide itself away from the limelight!



NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!



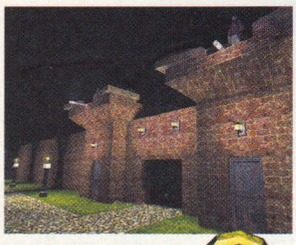


***Thief 2* continues where the first *Thief* left off. Sheriff Gormon Truart keeps crime down on his patch but the problem is all the rich people who live there.**

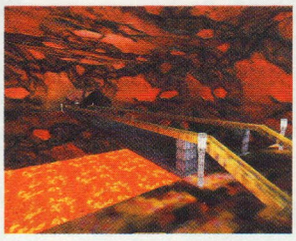
The posh folks have made it impossible for our anti-hero Garret to keep his hands off their stuff. You can forget about the skeletons and ghouls seen in *Thief* as the subtitle, the Metal Age, refers to technological advancements. The enemies are now more tech-inspired with steam-powered robots and security systems that shoot fireballs. There are 15 massive levels to deal with, so you won't nick all the goodies in a day. And it's not just about breaking into a mansion and stealing something either. For example, in one mission you are hired to frame one of the Sheriff's Lieutenants. Looking good so far.

OLDE WORLDE!

Old European buildings have worked as a source of inspiration and you'll take Garret through all kinds of old mansions, stately homes and the odd lava filled tunnel



▲ Looks menacing, but it's easy to get past these walls.



▲ You'd best stay away from that lava river 'cos otherwise you'll burn!

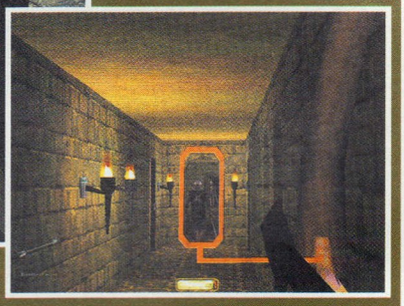
▲ The style of graphics and design have gone through a major refit to blend with the new scenarios. Expect houses instead of dungeons.

SWISS ARMY LIFE!

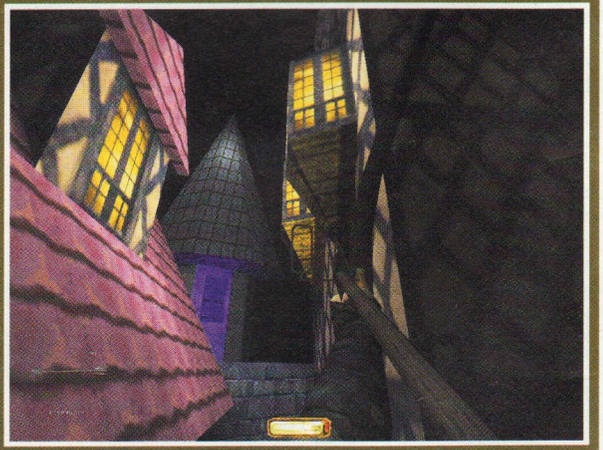
Never leave your hideout without some gadgets. You have a wide variety of weapons and gizmos to use on your way to wealth. Most of the weapons are standard, but there are some hidden extras as well. How about some gas mines?

▲ Just give 'em a well aimed slap with your kosh. You can carry away the bodies to avoid attracting attention.

▲ The bow works just as well as a modern sniper rifle. The longer you hold down the button, the closer your view.



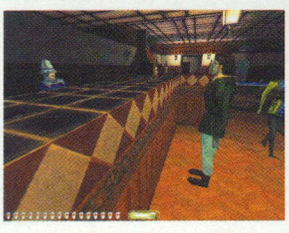
▲ Hmm, that guard has exactly 25 seconds to live. Swosh! Splash! Arrrgh!

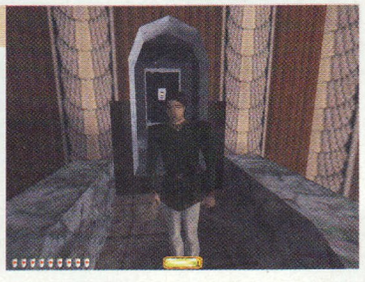


▲ The rooftops used to be quite calm, but in *Thief 2* they tend to be the liveliest spot in the city. Guards, mages and a whole bunch of other scum lurking around. Take 'em out!

COLLATERAL DAMAGE!

You're not supposed to kill any innocent villagers that happen to cross your path. Of course it's okay to take the scummy guards that are out for your blood, but try to avoid shooting the public eh? Yeah, sure!





BIG OL' SLICE OF SKY PIE!

Garret spends a lot of his time out-doors so you'd better bring a raincoat 'cos the weather conditions change. The developers have used a different graphics engine to make the sky more realistic. Heavenly!

▲ Looking Glass Studios have used their *Flight Unlimited 3* graphics engine to create the sky.

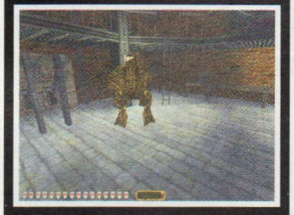
▲ Not even the weather is friendly to Garret. He's only trying to earn a dishonest crust, the poor sod.

▲ The best strategy is to avoid conflict but, at times, it's more fun to get into a duel à la Highlander.

STEAMY!

Thief 2 offers a weird mix of high-tech and low-tech enemies and gadgets. Most quirky are the new mechanical robots that lurk around which run on steam power. A well-aimed chilled water arrow does all kinds of damage though if it hits their hot engines. Put that fire out!

▲ There are a wide variety of mechanical weirdos to face.



▲ There's no time to hide if a robot spots you. Quick, grab a water arrow!

THE WANDERING EYE!

Looking Glass have concentrated on the stealth concept and it's always best to avoid confrontation. The new mechanical eye is a brilliant feature that helps you watch the guards.

▲ The guards have no idea that you're watching them. This is better than TV!

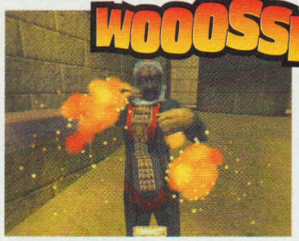
▲ Garret's mechanical eye works perfectly in surroundings like this. Now you'll know when to make a move.

▲ You'd better not make any noise or the guards will hear you.

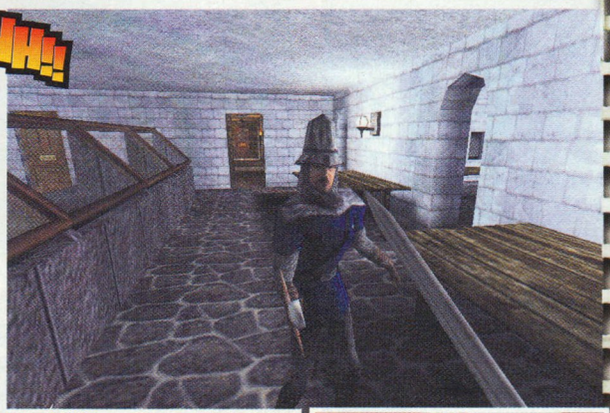
◀ Maybe use an arrow, or why not throw a mine at them? Decisions...

PONDEROUS GOONS!

The fact that all the skeletons, ghouls and zombies have been removed and replaced with human guards is most welcome. They talk to each other and act like real humans as their AI is well sharp. Miss a short and they'll come looking for your sorry ass.

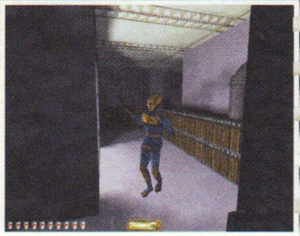


▲ The mages are one of the new baddies. Sorcery verses a flare. Err...



▲ The sword combos are limited, but you still get a slice of fencing fun.

► Forget about killing several guards at once. Just run.

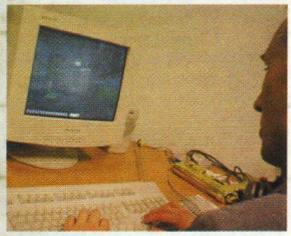


FIRST IMPRESSIONS

A life of crime? Or a long stretch?

Thief: The Dark Project made a deep impression on us all. It wasn't all about hunting your mates through corridors with plasma rifles nor spilling some thug's guts with a shotgun. Oh no, it was much more sophisticated than that.

The gameplay is still concerned with breaking and entering, but the developers have focused even more on the stealth elements. Also there are several missions where you have objectives other than just the standard stealing. We particularly liked the mission were you had to sneak down to a harbour area and get away on a ship because it was filled with sub-quests that had to be completed before you could progress further.



Garret has several new gadgets in his knapsack like the flare, vine-arrows and gas-mines, although the most interesting is the mechanical eye. You can drop it on various places for a sneaky peek of the guard's movements – a necessity if you want to survive. Looking Glass are still using the same Dark Engine they employed in *System Shock 2*, so the graphics will not disappoint. Saying that, the visuals of the version we played were dark and not all that lively. *T2* is looking to be a title worth stealing, but remember that stealing is illegal so you'd best start saving.

GOOD COP BAD COP

+ The whole stealth concept is working better than ever this time round.

– No multi-player feature to play with after the game is completed.

WHERE IT'S AT

Some minor graphical details that need to be polished, but a final version should be out soon.

The game will be released on the 31st of March, so you can expect us to deliver a review in our next issue.

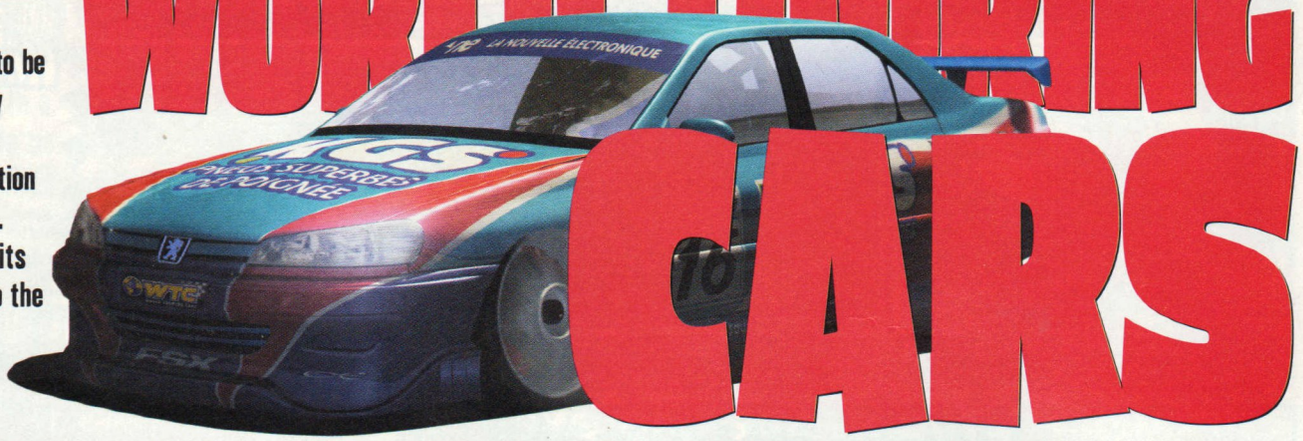
PlayStation

Previewer

Oliver Hurley

Steering cars round tracks seems to be a highly popular PlayStation pursuit. Adding its name to the endless list of PSX drivers comes *World Touring Car*.

WORLD TOURING CARS



NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!

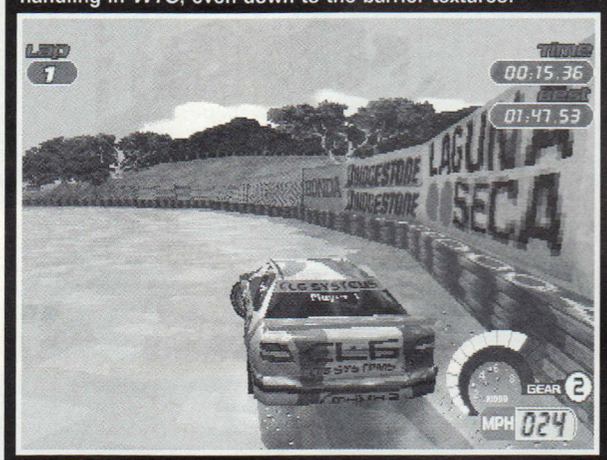
With *TOCA 2*, Codies took that *Touring Car* thang about as far as it could go. So rather than trying to better it by coming up with more of the same with a *TOCA 3*, they've taken a slightly different tack with the result being *WTC World Touring Cars*.

This time round they've got rid of the PC version and concentrated solely on PlayStation action, with a greater emphasis on what makes driving games *fun* as opposed to sticking rigidly to the rulebook. So all the old BTCC (British Touring Car Championship) directives that the *TOCA*s had to adhere to are now sitting putridly in the Codemasters' waste disposal system. Instead, *WTC* has a much more arcadey feel, with the handling being a lot more forgiving, and features a combination of street circuits, F1 tracks as well as touring car courses.

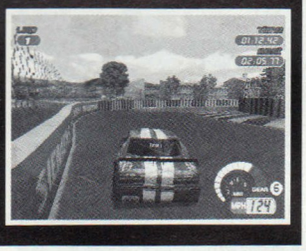
Each track is still based on real courses though, with a great deal of attention having been paid to getting every nuance and subtlety just right. We'll have a full review in a couple of issues' time!

WONDER WALL!

There's a huge amount of detail in the driving conditions and handling in *WTC*, even down to the barrier textures!



▲ Here we attempt to take a short cut through a nearby wood.



GLOBAL RACER!

As opposed to the UK-only races that made up the *TOCA* games, *WTC* features 23 tracks from around the world including Mexico City, Adelaide and Vancouver.

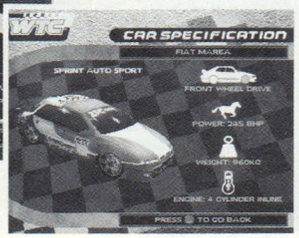
▲ There's much more of an international bent to *WTC* than there was in *TOCA*.

▲ If you've seen any of the courses in real-life, they're just the same here.

REALITY BITES!

There are 43 cars to choose from – all of which are licensed and hence look, and drive like their real-life counterparts.

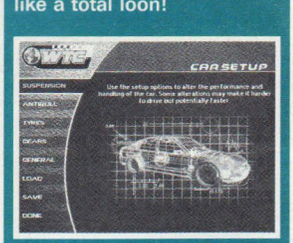
▲ Here's a car for ageing PE teachers who wish they taught a proper subject.



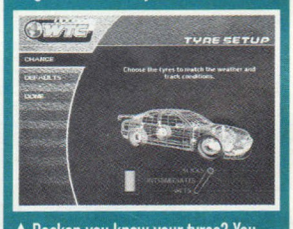
▲ The Peugeot 406, on the other hand, is more your middle-management sort of vehicle, we find.

TWIDDLE!

As you'd pretty much expect it's possible to fiddle with all the usual variables, from suspension to gear ratios. But if that doesn't sound like an entirely agreeable prospect you can always go with the default settings and get on with the primary task of tearing round the place like a total loon!



▲ When it comes to suspension, we like to go for Citroen-style low-riders.



▲ Reckon you know your tyres? You need to get your priorities sorted...

UP CLOSE AND DANGEROUS!

For that full-on realistic hardcore adrenaline-fuelled driving rush, you'll be wanting the first-person view. You can even see the driver change gears and, like, everything! Not so good when you crack your windscreen though...

▲ You feel a lot more claustrophobic when you're using the first-person view.

▲ Your sense of what's ahead and behind you is greatly restricted...

▲ ... making it a lot easier to crash and hence damage your car.

▲ Cracked windscreens will be the least of your worries. Wait till the bonnet goes.

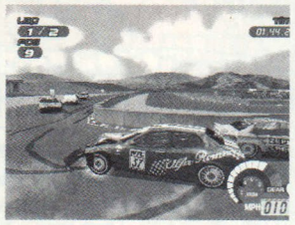
DAMAGE CONTROL!

While many driving games featuring licensed vehicles don't have any damage in them whatsoever (see *Gran Turismo*, for example), every scrape and collision affects your car in *WTC*.

▲ Nothing better than a messed-up bonnet to put you off.

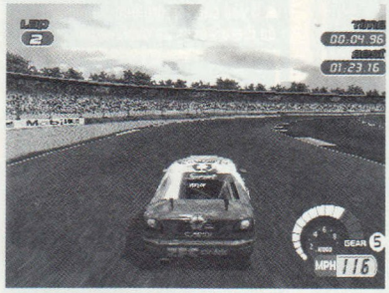
◄ ... Apart from maybe having your rear bumper dragging behind you. Tidy, like.

► Oooh, blimey, now you're in trouble. Recovering from this one'll be tricky.

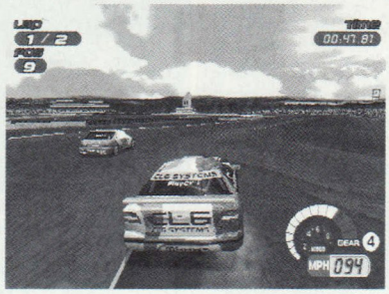


WE ARE THE CHAMPIONS!

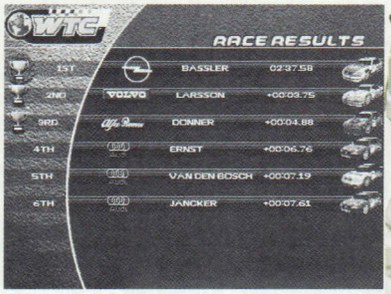
The main single-player game is the Championship Mode. The idea is for it to have a smooth learning curve that allows you to pick it up straight away while providing plenty of depth to keep your interest piqued over the long-term.



▲ Cars? Schmars. We'd much rather have a battle-ready Challenger tank with extra machine gun turret



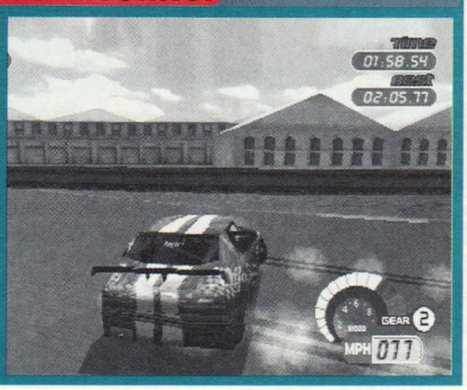
▲ As with every single driving game ever, veering off the track is never a good thing. It's the law.



▲ Ernst will no doubt be disappointed with being 6.76 seconds behind Bassler. At least he's no Van Den Bosch.

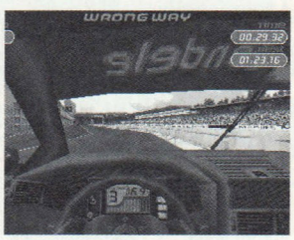
HANDBRAKE TURNS!

Jab ◉ and you'll activate the handbrake. It's very sensitive though, with the slightest tap sending you off the track, so you only need use it on really tight corners.

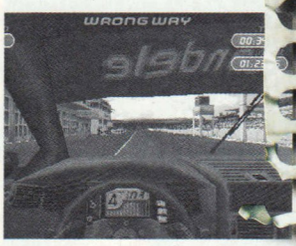


IT'S THE PITS!

With the variable weather conditions, and amount of damage you can end up doing to your car, a visit to the pits can be pretty essential. Make sure you don't miss the turning then screech to a halt for a quick refit.



▲ Try not to get distracted by your adoring masses in the stands.

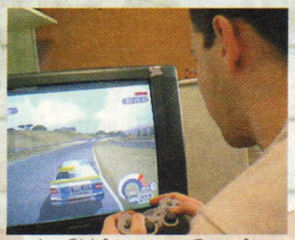


▲ Going the wrong way is not big, hard *or* impressive, but we do it anyway.

FIRST IMPRESSIONS

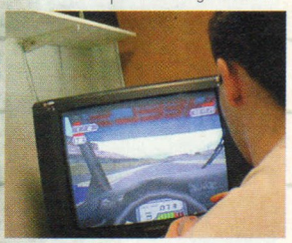
Global car carnage? Or bumper cars at Butlins?

There's hardly a lack of quality drive-em-ups on the PlayStation so it's far too easy to be cynical when yet another one turns up



on the GM forecourt. But after the joy that *TOCA 2* brought unto the world, its successor looks to be well worth getting excited about.

With the game no longer having to stick rigidly to the BTCC rules, it's a lot more accessible and arcadey than its predecessor. So if you found the first two *TOCA*s a little daunting, *WTC* eases you in a lot more gently. That said, there's a lot more scope to the game now



as many of the world's major race tracks are included – irrespective of whether they're traditional touring car circuits or not. Good news for enthusiasts of all things with four wheels.

With up to 16 cars on a track at once, things can get pretty busy and it's not uncommon to see major collisions taking place – especially when there's a large pack of cars all trying to pile round a bend at the same time. And with a load of different modes on offer, including the brand new Career game, and over 40 real cars (including everything from Fords to BMWs to a Bentley) there's little doubt that this will better even *TOCA 2*. Keep those driving gloves at the ready!

GOOD COP BAD COP

+ Looks like it's out to improve upon just about every aspect of *TOCA 2*.

– Touring car purists may be disappointed to learn that the BTCC rules have gone.

WHERE IT'S AT

There are still a few tracks being worked on and some gameplay aspects are being tweaked too.

This is due out at the end of May, so we should have a review in GM issue 95, out Thursday 18th May.

DATA ▶ FORMAT PREVIEWED: PALYSTATION | PUBLISHER: SCEE | OUT: APRIL | CALL: 0171 533 1400 | PRICE: £30 | PLAYERS: 1-2 | DEVELOPER: NAMCO | OTHER FORMATS: NONE

From the people that brought us the inimitable *Point Blank* comes – er... another shooting game that looks just like *Point Blank* but with added ghostly flava. Cripes!

GHOUL PANIC

NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!

If you've ever played either of the two *Point Blanks* you'll pretty much know what to expect here. It's a no-frills, gun-em-down split into dozens of mini-games, each of which is around 30 seconds long.

Whereas the *Blanks* focused mainly on shooting at targets, *Ghoul Panic*, as you'd probably guess, presents a selection of ghostly apparitions for you to victimise. Stylistically, it's identical to the *Point Blanks* with the gameplay itself also differing little from its predecessors. Each round sees you being given certain criteria (usually involving having to shoot a certain number of ghouls within a time limit), with a life being lost if you don't fulfil the requirements.

The levels are structured in a more traditional manner than they were in *PB* with stages and bosses at the end of each one (they're a bit like cartoony versions of the bosses in *House of the Dead* but a lot easier to fend off). As far as the Arcade mode goes, that's about it. There is, however, a brand new Adventure mode in which you have to navigate your way through a haunted house. Wander down corridors looking out for doors – behind each one is a mini-game. Successfully complete each task and you'll be rewarded with an item which you can then use to access extra areas of the house. It's like a cross between clay pigeon shooting and *Resident Evil*. Well, sort of.

The most fun to be had with *Ghoul Panic* though is via the multi-player games, with Party mode supporting up to eight players sequentially, so loads of you can get involved with only one gun!

GLOOMY GHOULIES!

There's not a whole lotta depth to *Ghoul Panic*. What it does offer though is fantastically arcadey blasting thrills. Unfortunately, with the focus being on obliterating ookey spooks, there's not a great variety in the mini-games.

▲ Well, you know what they say: if you've seen one ghoul you've seen 'em all. Unfortunately, this seems to be the case with the *Panic*.

BOMB THE BOGEYMAN!

As in *Point Blank*, along with hordes of stuff for you to shoot at, you'll also come across a bomb every now and then. Tempting as it is to blast them they each cost you one life!

GETTING FAMILIAR!

Some levels offer pretty cool alternatives to the shoot first/ask questions later ethic. One drops you into a maze in which you have to figure out the quickest route that will allow you to rescue three cats from the spooky spectres located there.

▲ Take a wrong turning and you'll have this fella to deal with. Nice dentures.

◀ You've found a feline! Another two to go and you'll have collected all the pussies.

MR GRIM!

Make it through enough stages and you'll be confronted by a huge boss. Luckily they're not overly tricky to deal with.

▲ Shoot the energy balls before they hit you then go for the main spook.

▲ If you can't figure out exactly what to do there's even an explanation...

▲ Disposing of this metal-headed weirdo is none-too-difficult.

GOOD COP BAD COP

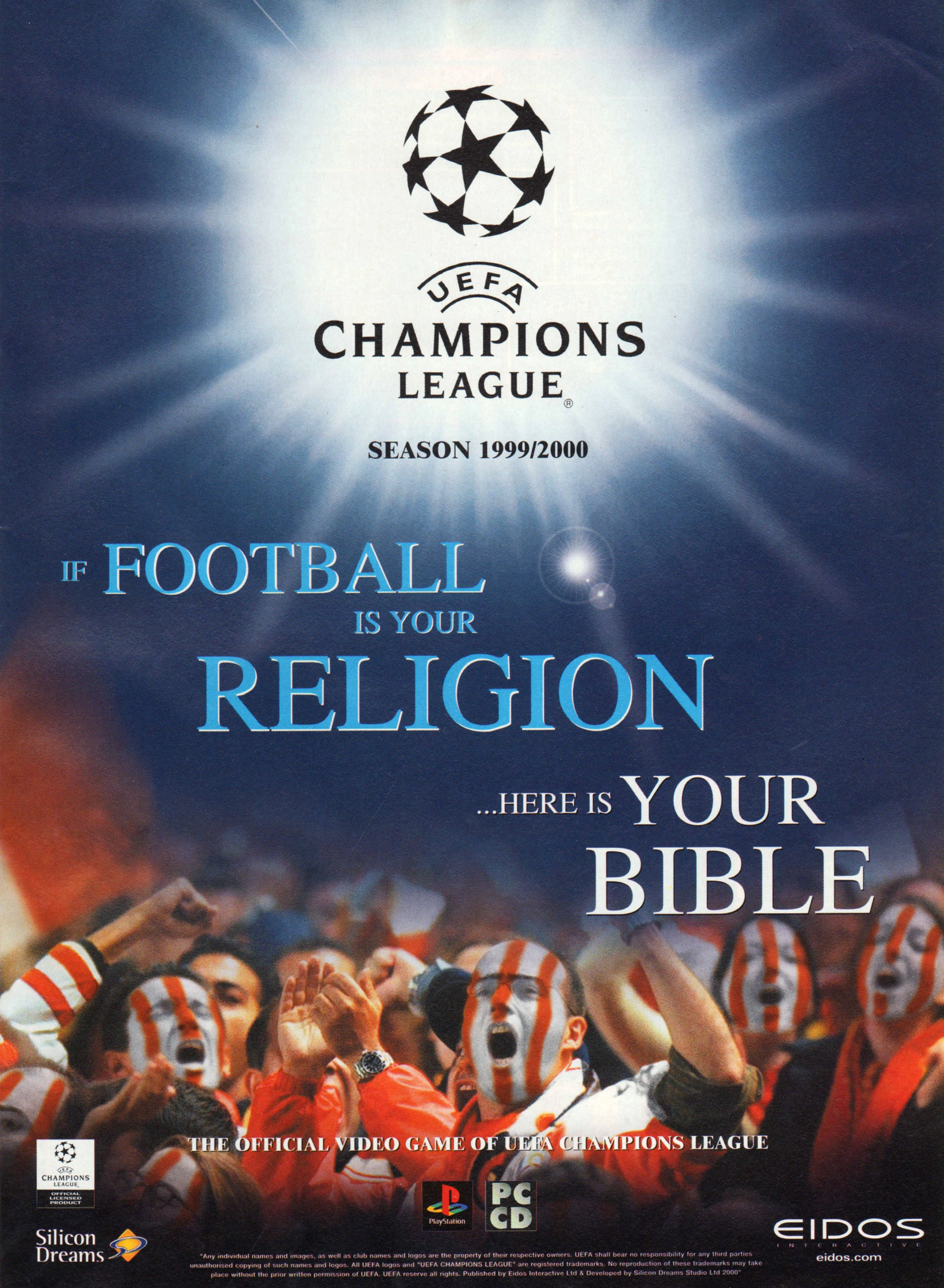
+ Unadulterated shooting fun, with the multi-player games being a big laff.

– Doesn't really improve on *Point Blank 2* and there's a definite lack of depth.

WHERE IT'S AT

There's very little left to add to the version we've seen so it's pretty much ready to rumble!

Get ready to whip 'em out, cowboy, we'll have a review of this in the next issue of GamesMaster...



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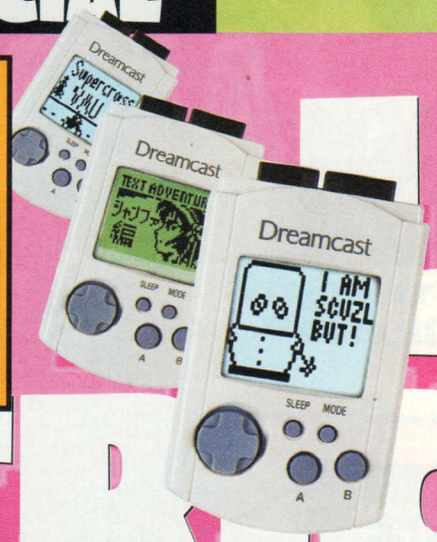
LITTLE TRICKSTER



So you've got a VMU for your Dreamcast and are under the impression it's a clever little graphics box that allows you save and little else? You're so wrong. Like the proverbial Ostrich, you've shoved your brain box up your fundament and overlooked a whole world of downloads, mini games and added extras. Want to know what you've been missing? Read on.

▲ Double up on your VMUs and you can download twice as many images from the Internet to create your very own slide show. Cool eh?

▼ *Soul Calibur* has a mini game which is ace and a text adventure which is impenetrable.

Check these Screen shots, just to prove to you that the games do exist...
テキスト アドベンチャー
ミニゲーム3本パック
Soul Calibur Mini Game 1
Create your own VM artwork is now a Dream! - 16/12/99
TEXT ADVENTURE
シャンファ編

ONE SMALL STEP!

Okay, you probably all know this by now, but hey, we've got to start somewhere. Flick on your VMU and this is what you can expect to find.

The Card: The place to visit for all those lovely mini games (see below)

The Clock: This allows you to see (surprise, surprise) the time and choose one of three different graphics (Left + A): a dog, a fish or a bird. Aww, cute.

The Mode button allows you to select one of the three different sections of the device.

The Sleep button saves your batteries, so use it – especially when you've been playing a mini game.

The Notepad: Here you can edit what's on your memory card. Just scroll down through the saved games, and press Right until you get to the Copy/Delete screen. Either get rid of it or pass the data onto a pal.

▲ Link up for data transference or have a scrap with your Chaos!

SHORT SLIDE!

Did you know that any picture that catches your eye while trolling through the crazy on-line world can be grabbed and tucked inside your memory unit? Simply click the pointer on the image you're interested in and press X and A simultaneously. You can save approximately four images per VMU – file sizes differ greatly though. If, however, you have two VMUs plugged into one controller you can, of course, double this amount. While the images are in residence they will also appear as your screen saver whenever the DC goes into its stand-by mode.

TINY TITLES!

On-line gaming exists and don't let anyone tell you otherwise. Okay, so you can't play *Quake 3* as yet, but you can still have a whole lot of fun with your VMU via the numerous patches and mini games that exist on the net. Go hunting around and you'll be surprised what you'll find.

PATCHED UP!

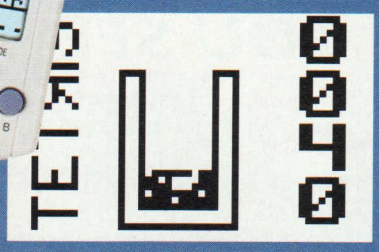
One of the best uses of downloadable patches for the Dreamcast is *Sonic Adventure*. From its Christmas conversion of Station Square to the Nike sponsored races, this is the place to grab extra levels and add-ons. (Just log-on using the Internet sub-menu within the game – there's currently a time attack level with E-102 on Red Mountain!) In addition to this the recently released *Rayman 2* has its own extra level hidden on-line. (Visit – http//www.rayman2dc.com). Needless to say as on-line gaming picks up you can expect more of this sort of thing from future titles. (We've already seen an excellent mini game for the forthcoming *Zombie Revenge* and *Sega GT* will also include a top pocket racer).

RAYMAN 2
THE GREAT ESCAPE
English
Franc ais
English UK
Norsk
Dansk
Español
Deutsch
Italiano
Svenska
Nederlandse
Choose your language
EVENTS
Come and Join the Fun!
Here it is folks, the dreaded Y2k! Okay, so it's not really the millennium. Truth is, the millennium does not officially begin until the year 2001! However, to usher in the three zeros, Sonic Team presents the Millennium Event Download! Enjoy! Sixty-two (62) blocks.
HAPPY NEW YEAR
SONIC TEAM PRESENTS
Y2K MILLENNIUM DOWNLOAD
Also, don't forget to check out the Christmas Event Download!
BACK

◀Enter events displayed on the *Sonic* web site, put in a cracking time and then upload your score to the leader table. Come first for some lush prizes.

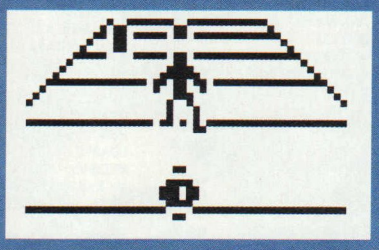
MINI GAMES!

The Chao – The current king of the mini game has to be *Sonic Adventure*'s Chao breeding programme. Download your little creature, train them, then link up with a mate for some battletastic action. And when you've had enough of that, why not visit the Chao Garden for loads more options.

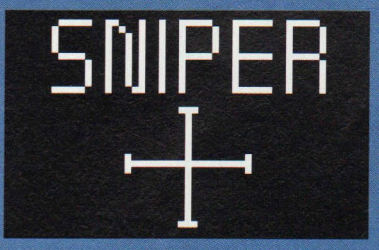


Marcus' Mini Tetris – Yep its the real thing shrunk down to the pixilated perfection of your VMU. Addictive and well worth the batteries you'll waste playing it.

Soul Calibur – Three mini games in one! The text is all in Japanese, but you can still have some great fun bouncing balls off Voldo's chest and firing characters out of a cannon.



Sega VM Football – Pocket-sized American football your thing? Well it's here and it sports a two-player mode as well! Grab the ball, hurtle down the field and dodge various thick-necked individuals.



Sniper – Wait until various victims step into your sights then pull the trigger. Whoopee-do-do…

Time Crisis – Far superior to *Sniper*'s poor showing is this mini shoot-em-up. Not a patch on the arcade version, but still a laugh.

Super Cross VMU – Guide your tiny bike through the muddy countryside. Side-scrolling antics and button pumping fun.

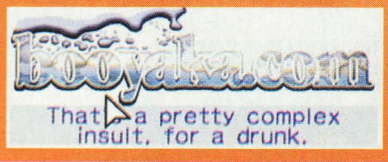
▲There are quite a few games around, but plans to publish some assembler software for the VMU will mean there are hundreds more on the way.

CHEATER!

Completely stuck on a game and can't make head-nor-tail of the walkthrough. Or unable to perform that tripple-lütz spinning tail slash that'll open the hidden bonus level? Why not log-on and download a save? (Check out www.vmu.org.uk)

◀VM:UK offers you a complete run-down on what's currently available for your mini unit as well as a bunch of links to other useful sites.

Where to go:
Interested in any of these cheats or mini games? Then you can find them one or all of them at these sites:
http://vmu-otaku.tripod.com
http://www.dreamfiles.com
http://www.jarvi.co.uk/vmu



▲VMU Otaku. A well presented site with a selection of mini games you might not find elsewhere.

◀Booyaka. The place to go for all those animations.

WHAT'S NEXT?

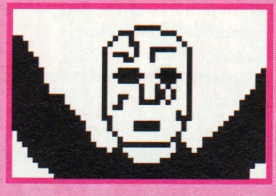
As we mentioned earlier, there's going to be a whole load of new mini games heading for the VMU either incorporated within larger titles or as downloads from the net. In addition to this the finishing touches are being put to a whole bonkers world of VMU animations. (Stop off at www.booyaka.com*.)

There's also a whole list of cartoons that you will soon be able to browse through using your DC – as soon as the current teething problems are ironed out. (Head to www.levelsix.com/vmuanimations.)

Additionally plans are afoot to include VMU slots in a selection of Sega's future arcade cabinets. (*Ferrari 355 Challenge* in Japan already sports a VMU slot.)

Hopefully that should keep all of you with your heads in 'Casts happy until nurse Sega arrives with some intravenous on-line gaming!

◀Sonic gets the big fat pixel treatment in this dandy little animation currently on show at levelsix.com.



◀Those zombies get everywhere these days. Even your VMU isn't safe.

► Just Joe manages to cram Cartman's fat arse onto a VMU. Strewth!

*Dreamcast animator was originally created by F. Sahara.

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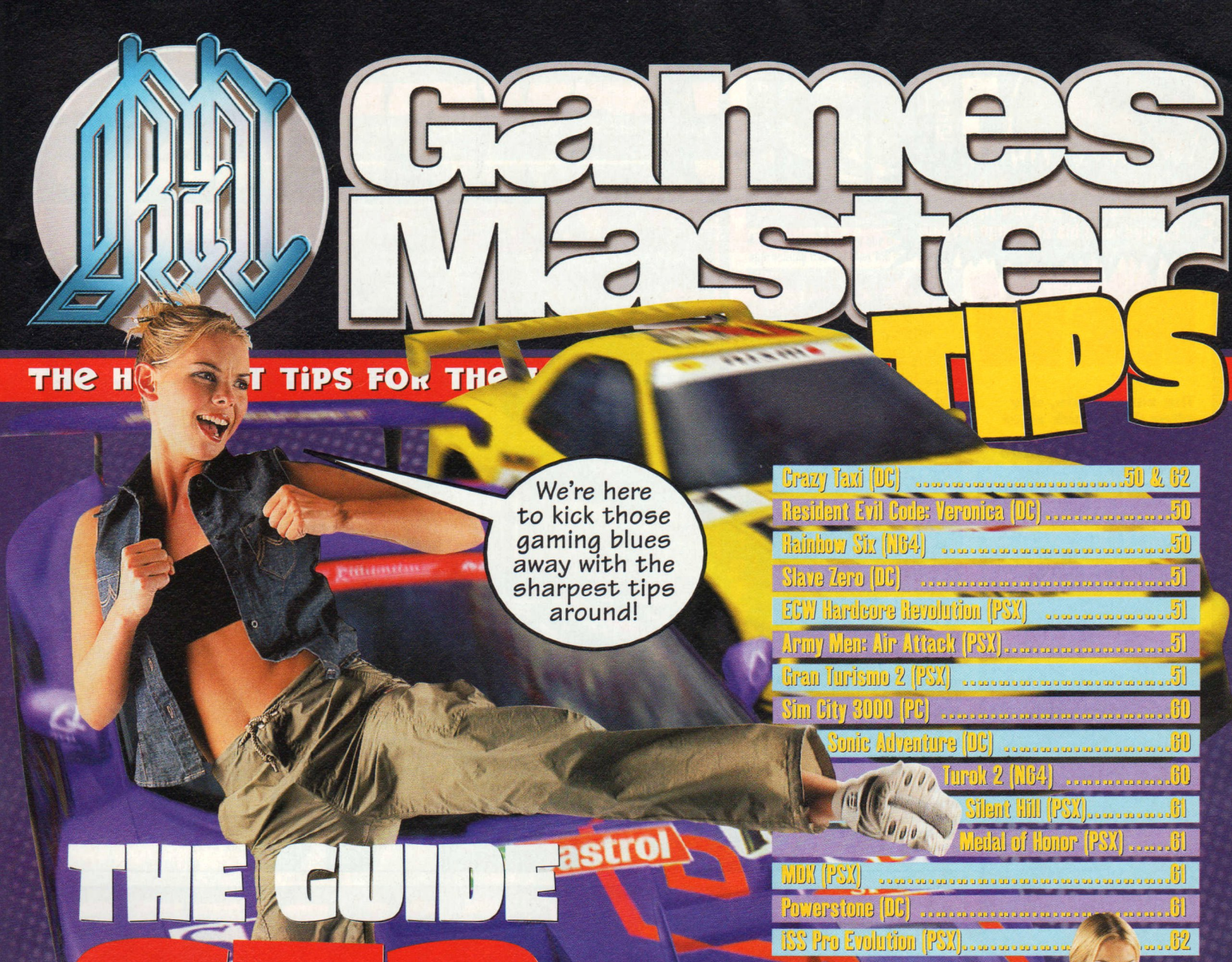

Crazy Taxi (DC) ..... 50 & 62
Resident Evil Code: Veronica (DC) 50
Rainbow Six (N64) 50
Slave Zero (DC) 51
ECW Hardcore Revolution (PSX) 51
Army Men: Air Attack (PSX) 51
Gran Turismo 2 (PSX) 51
Sim City 3000 (PC) 60
Sonic Adventure (DC) 60
Turok 2 (N64) 60
Silent Hill (PSX) 61
Medal of Honor (PSX) 61
MDK (PSX) 61
Powerstone (DC) 61
iSS Pro Evolution (PSX) 62

THE GUIDE

GT2

ALL THE TOP CARS AND TACTICS FOR YOUR DRIVING DESIRE!

page 52

CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TiPS MASTERS! WRITE TO US NOW!

TIPS EXPRESS
HOTTEST CHEATS!

p50

SECRETS SERVICE
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p56

MASTERCLASS
PRO TACTICS!

p62

COOL! YOUR PROBLEMS SOLVED BY GM'S TiPSMEiSTER p60

Back from a wild tour, Andrew Collins reveals the new tips he bagged with his 24-gauge joypad!

TIPS EXPRESS

THE LATEST GAMES BUSTED WIDE OPEN!

NEW ROUTES FOR CABS

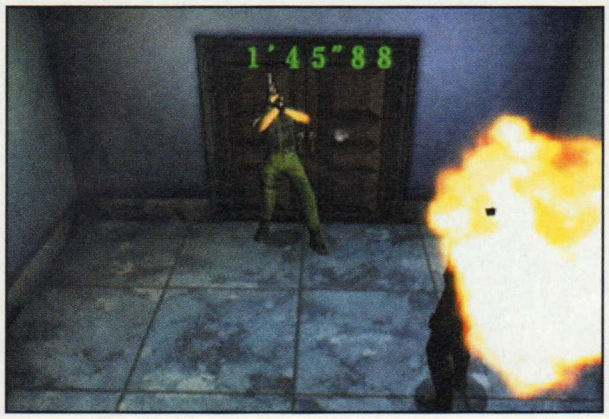
DREAMCAST ■ CRAZY TAXI ■ PUT SOME JUICE IN YOUR MAD HACKNEY

The same route, day after day, week after week, month after month can get a little boring so the *Crazy Taxi* corporation have introduced a new code system to allow drivers to alter their routes in a bid to relieve this dull and humdrum existence. This feat can be achieved simply by pressing and holding R at the Driver Select screen as you choose the driver. You should now see 'Another Driver' appear on the screen. This changes the places where people ask to be picked up along with their destinations. To change the game into Expert mode (no arrows or drop-off signs) press and hold L+ Start then R + Start quickly before the driver screen appears. For the extra vehicles go to the car selection screen and rapidly press L, R, L, R, L, R to change the taxi into a rickshaw-type contraption. If this isn't enough complete all the Crazy Box tricks for each driver's special car. Just scroll to the right of Gus when you want to pick the new car/bike in the Crazy Box mode. Pressing Up will do the same trick for the Arcade or Original modes. Finally, if you want a speedo put a new pad in port three and press Start during a game. You'll now be able to press X five times to unveil a speedometer, meanwhile B, A and Y flick through various viewpoints on offer.

NEW TOOL FOR ZOMBIE DEATH

DREAMCAST ■ CODE: VERONICA

After watching the tide turn in the battle against the zombies the authorities are pinning all their hopes on the new rocket launcher developed by weapons experts. The armament, an extremely powerful rocket launcher, can take out at least three blood suckers at the same time. To get hold of this, complete the game with a rating of at least rank S (so don't save the game or use a continue and don't use any health sprays to revive you). To add to this you have to give the anti-toxin to the guy at the start of the game and save Steve as quick as possible when he gets the golden guns towards the start of the game. Oh, and as if that wasn't enough, make sure you finish your game in less than five hours then save it. The next time you start the game this ultra-weapon will now be available for use. Good luck trooper, you'll need it.



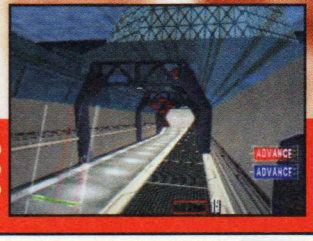
TOY SOLDIERS GET HELPING HAND

NINTENDO 64 ■ RAINBOW SIX ■ TANGO DOWN

Thought protecting the high and mighty was an easy job? Did someone tell you taking a bullet for honour and duty was 'the right thing'? Well, it might be a cool occupation but it's also very dangerous. So, to make things a bit easier we've uncovered a trick to reward the gamer with 255 grenades. To get this useful ammo restock just flick through the weapons until you've got the grenades to hand then press Z until the distance gauge (how far you throw the thing) is at full whack. Repeat this until you've got to your last one and it will be replaced by a lorry full of the blighters. Should you want something more useful enter 'VZRFTMQ2G8SQ' as a password to set the game level to Recruit (is dead easy) or 'FZJFTMR2G8RQ' for the Veteran setting.

Passwords (Recruit)
02 Red Wolf.....12D1S2Q22MQQ
03 Sun Devil.....BJDBC3Q22WQQ
04 Eagle Watch ..BZDBSMQZZ!QQ
05 Ghost Dance CJTCCQQ2FGSQ
06 Fire Walk.....K2TK65Q2F4SQ
07 Lion's Den.....T2TT68QGF!WQ
08 Deep Magic ..5JR5L1QGGGSQ
09 Lone Fox.....52T572Q4G4SQ
10 Black Star ..VJVVLJQGGWSQ
11 Wild Arrow...VZVVXMQ26!SQ
12 Mystic Tiger ..VZRFTMQ2G8SQ

Passwords (Veteran)
02 Red Wolf 1ZL1S2RF2MQQ
03 Sun Devil BJJBC3RF25QQ
04 Eagle Watch....BZJBSMRF28RQ
05 Ghost Dance CZBCS5RFFMRQ
06 Fire Walk DJBDCYRFF5RQ
08 Deep Magic LZBDS8R2F8RQ
09 Lone Fox.....MJB2D1R2G2RQ
10 Black Star .....2[illegible]2T2R2GMQQ
11 Wild Arrow .....F[illegible]JFD3R2G5RQ
12 Mystic Tiger ...[illegible]FTMR2G8RQ



ROBO CODE HAVOC

DREAMCAST
SLAVE ZERO

Donning a huge robot suit might be alright for a spot of rocket-to-rocket combat but it's a lot more useful if said robots are kitted up to the max with all the fire power they could wish for.

To witness the sheer pleasure of commanding a drone full to the brim with death-bringing power try these new tricks. These can only be used if you get the codes and controller system spot on, so be careful. For the AI Firing mode make sure a pad is in the second slot then press and hold the shoulder buttons as you press the A button. For the God mode repeat but press L + R + B. For Unlimited Ammo plug in another controller and press X, R, L simultaneously. For Infinite Ammo and Health plug a pad into Port Two. Now go to Player One mode and press both shoulder buttons along with Y. You should now get a line of ammo in front providing you with infinite ballistic, energy and missile rounds plus both sizes of health blocks. Finally, should you fancy No Target and Infinite Ammo press A + B at the same time as the shoulder buttons as you load a saved game or start a new one. During the next game the enemies won't recognise that you're there which makes for a much easier fight. The infinite ammo cheat should help out a lot here too.

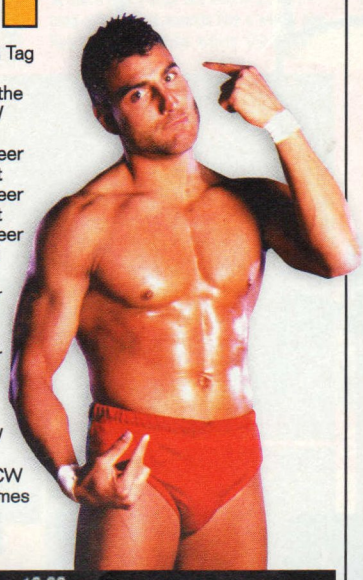
CAREER WRESTLERS UNCOVERED!

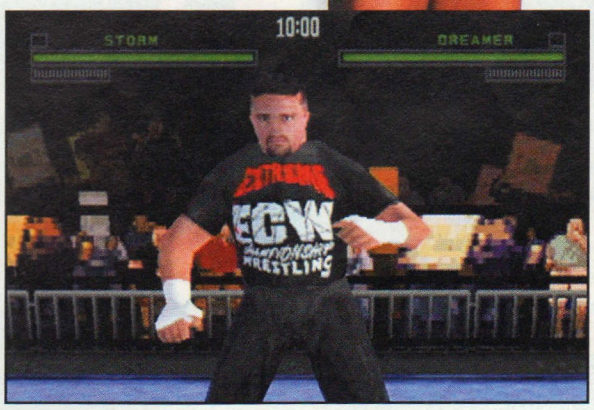
PLAYSTATION
ECW HARDCORE

Just when we thought the world couldn't cope with any more fat folk clad in lycra body suits up pops another wrestling game crammed to the gills with well-oiled sports entertainers.

Here's exactly how to find another 20 fighters to add to the already-impressive roster. Where you have two names the first one is the identification of the wrestler revealed by beating the Career Mode playing as the second character.

Big Feet Mode: .....Beat career mode with Balls Mahoney
Big Hand Mode:.....Jason
Big Head Mode: .....Rhino
Custom Wrestler Textures: ..... Tommy Dreamer
Ego Mode: .....Chris Chetti
Fat Man Mode: ..... Spike Dudley
Hangman Mode: ..... Sal E. Graziano
Headless Mode: Taz
Bill Alfonso:..... Rob Van Dam
Little Head Mode: .. Roadkill
Random Head Mode: ..... Louie Spicolli.
Judge Jeff Jones: Mike Awesome
Beulah McGillicutty:.... Enter the career mode and win the ECW World Tag Team belt
Cyrus the Virus: .....Enter the career mode and win the ECW World TV belt
Joel Gertner: .....Play the career mode and win the Acclaim belt
Joey Styles: .....Play the career mode and win the Acclaim belt
Louie Spicolli: ....Play the career mode and win the ECW World Heavyweight belt
Taz:.....Play the career mode and and win the ECW World Heavyweight belt.
The Sheik: .....Play the career mode and win the ECW World Tag Team belt.
Tommy Rich: ....Play the career mode and win the ECW World TV belt.
The Jobbers:....Defend the ECW World Heavyweight belt five times in a row





STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS

GI'S NEVER HAD IT SO GOOD

PLAYSTATION
ARMY MEN: AIR ATTACK
ACED

Not since Rourke's Drift has a battle been so one-sided. Hundreds, thousands of 'em all doing their best to stop you in your tracks and get your dogtags sent back to mom with a telegraph.

After a few weeks of this we couldn't witness it any more and had to do something. Armed only with a jar of coffee and a worn joypad we were able to dig out all the multi-player and level password you need to turn the tide your way. So soldier, if you reckon you're tough enough and want to take on the best, here are the codes to help you do it. Since we realise how tough this mission is we've declassified a few codes to assist you. Good luck. For all the co-pilots go to the password screen and type ▲, ▼, ▲, ▼, ▲, ▼, ▲, ▼. If you want to fly the Apache, complete Mission 14: Pick Up the Pieces. For the less interesting Chinnock finish Mission 4: Tan Terror Troy. The top-sounding Super Stallion can be yours if you complete Mission 8: Saucer Attack. And finally, if you want the Sarge as your co-pilot go to the last mission, Plastro's Revenge, and he'll be there with all the other co-pilots in the line-up.

Multi-Player Passwords
Mission 2: ..▶, ▲, ●, ⊗, ▲, ●, ▲, ▶
Mission 3: .....◀, ▼, ◀, ▼, ▲, ▲, ▲, ▲
Mission 4: ●, ⊗, ⊗, ●, ●, ✪, ✪, ●
Mission 5: ●, ●, ●, ▼, ▼, ●, ⊗, ⊗
Mission 6: ..⊗, ▲, ●, ▼, ✪, ◀, ●, ▶
Mission 7: ....▲, ▼, ▼, ▼, ▶, ◀, ◀, ◀
Mission 8: ..◀, ◀, ✪, ▶, ▶, ✪, ▲, ▲
Mission 9: ..●, ●, ●, ●, ▼, ▼, ▼, ◀
Mission 10: ..●, ▲, ◀, ●, ▲, ◀, ▼, ▼
Mission 11: ✪, ●, ✪, ●, ▲, ▲, ▼, ▼
Mission 12: .....▲, ▼, ◀, ▶, ●, ●, ▲, ●
Mission 13: .....⊗, ◀, ◀, ◀, ●, ✪, ●, ⊗
Mission 14: .....◀, ▼, ◀, ▼, ●, ●, ●, ●
Mission 15: .....▼, ▼, ▼, ▼, ⊗, ⊗, ●, ●
Mission 16: .....✪, ▼, ✪, ▼, ●, ▲, ●, ▲

Passwords
Mission 2: Going Car-Razy ..... ⊗, ▼, ◀, ▲, ●, ●, ●, ▶
Mission 3:The Train That Could.. ✪, ▲, ◀, ▶, ▼, ▶, ●, ▲
Mission 4: Tan Terror Troy..... ▼, ▼, ●, ●, ◀, ▶, ●, ⊗
Mission 5: Bug Bath ..... ▶, ▶, ⊗, ●, ▼, ▲, ▼, ▲
Mission 6: Uninvited Guests ..... ●, ●, ⊗, ●, ✪, ◀, ▲, ▶
Mission 7: Ants In the Pants ..... ●, ●, ⊗, ●, ✪, ◀, ▲, ▶
Mission 8: Saucer Attack ..... ▶, ▼, ◀, ▲, ✪, ▼, ▲, ▼
Mission 9: The Heat Is On ..... ●, ●, ▶, ▲, ▶, ▲, ⊗, ⊗
Mission 10: The Melting Pot ..... ⊗, ▼, ▼, ▼, ▼, ⊗, ◀, ▶
Mission 11: River Rapids Riot .... ✪, ▲, ●, ▼, ●, ◀, ⊗, ▶
Mission 12: Nightmare Teddy .... ▲, ▲, ✪, ✪, ◀, ◀, ●, ●
Mission 13: Demolition Time ..... ◀, ▼, ◀, ▼, ●, ●, ●, ●
Mission 14: Pick Up The Pieces .. ◀, ◀, ▲, ▶, ▶, ▲, ▼, ⊗
Mission 15: Have an Ice Day .... ●, ▶, ◀, ●, ●, ▲, ▼, ●

Unlock All Helicopters in Two-player Mode
To get all of the chopers in two-player mode go to the cheat code menu and enter ..... ▼, ▼, ▼, ▼, ⊗, ⊗, ●, ●

HACKER'S PARADISE

PlayStation

The ultimate codes for your cheat cartridge

GRAN TURISMO 2

If you're having trouble with *Gran Turismo 2* then you might find these codes very useful indeed.

Timer Set Back
(Press L2 & ⊗)
75C8CA998CCC
35AD2D13CECD
75C8CA998CCC
35AD2D15CECD

A Lot Of Money
75C6D367F5DD
85C6D3679EF9
75C6D369CECD
85C6D369CF2D

No Restrictions
75AA07D7CED9
85AA07D9DECD

Only One Lap To Race
(Press L1 & R1 & Select on Pad 2)
75C8CABBC1CB
35C61669CECE

Quick Wins
2 Lap Races
(Press L2 & Down Pad 2)
75C8CABBCC8C
35B35ABBCECF

3 Lap Races
(Press L2 & Left Pad 2)
75C8CABBCC8C
35B35ABBCED0

5 Lap Races
(Press R2 & Right Pad 2)
75C8CABBCBAC
35B35ABBCED2

300km Race
(Press L1 & Up Pad 2)
75C8CABBC9BC
35B35ABBCE09

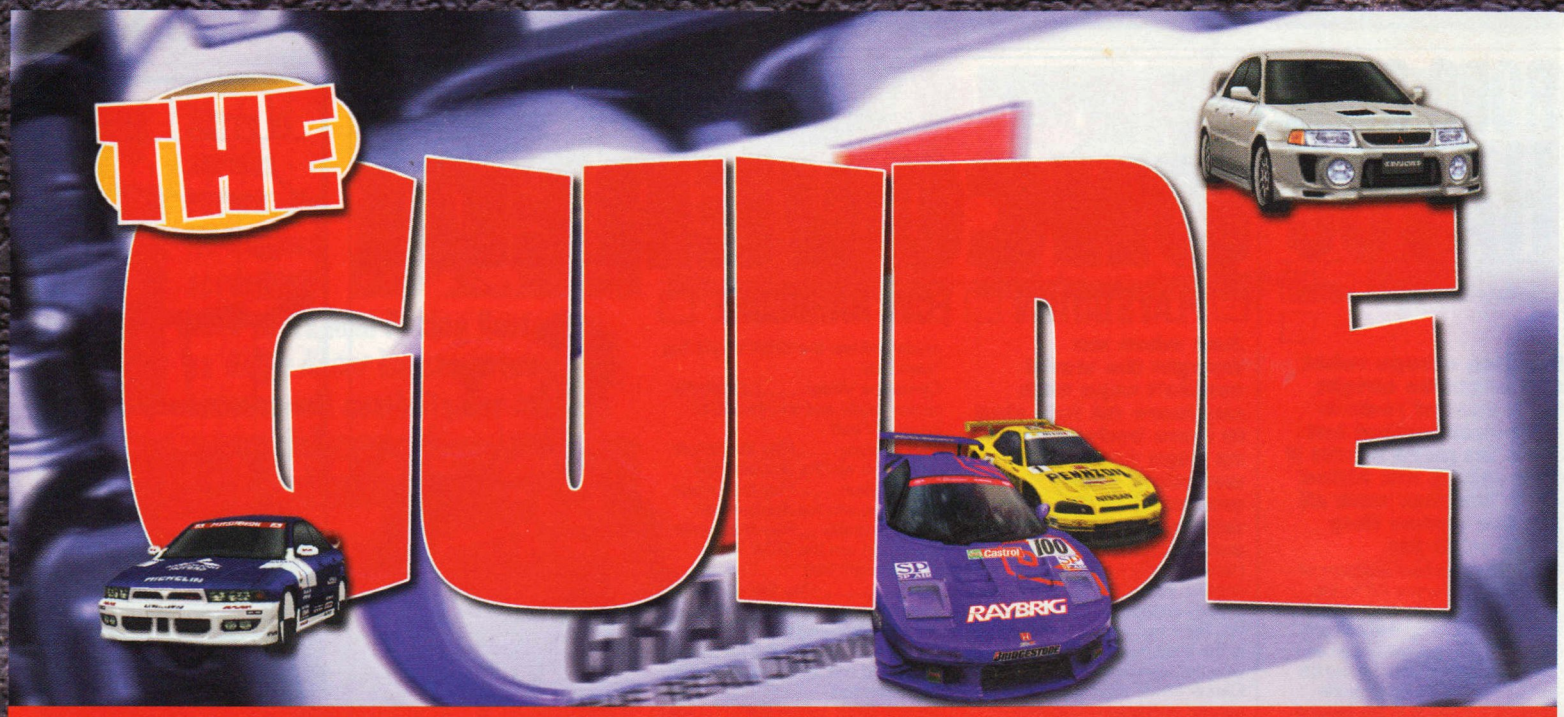
50 Lap Night Race
(Press L1 & Right Pad 2)
75C8CABBC9AC
35B35ABBCEFF

100 Mile Race
(Press L1 & Down Pad 2)
75C8CABBC98C
35B35ABBCEF5

200 Mile Race
(Press L1 & Left Pad 2)
75C8CABBC94C
35B35ABBCE27

2 Hour Races
(Press L2 & Up Pad 2)
75C8CABBCCBC
35B35ABBCE30

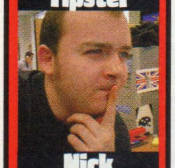
THE GUIDE



We take GT2 and kick its accelerator through the floor

PlayStation

Tipster



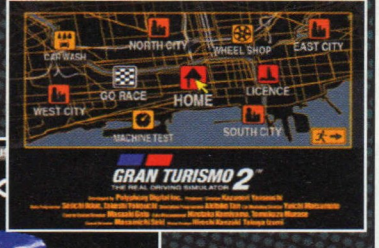
Nick Jones

GRAN TURISMO 2

Fresh from watching Steve McQueen's Le Mans 16 times, our resident motor head, Nick Jones, lifts his visor, peels off his dusted driving gloves and gets his hands dirty beneath the bonnet of the greatest driver ever.

STARTING UP

Obviously it's a good idea to get one or two licences under your belt before you get into the thick of things. But with so many cars to choose from which should be your first? Try looking for a second hand sporty number which is light and has rear wheel drive (FR drive). We suggest a Mazda MX-5, Toyota MR 2 or (believe it or not) a Honda Civic. The latter has fantastic potential for tuning up. You should have some money left over if you buy wisely – invest this in a set of sports tyres, a sports muffler and a first stage tune up of the engine. Now get down to the racetrack!



▼ Once tuned up, the Mazda MX-5 is a formidable racer in the lower leagues of *GT2*.

▲ The choice of second-hand cars changes regularly so you should check back from time to time to get the best deals.

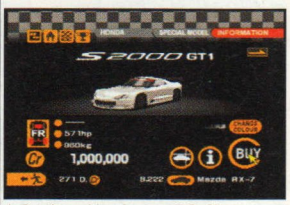
THE LICENCE TESTS

Without licences there are only a few races open to you so getting at least the B and A licences is advisable. If you want to start earning big money then an A-class International license is a must. Generally speaking the licence tests in *GT2* are easier than *GT*. The best advice we can give you is make sure you read each individual test carefully as most give you tips on how to complete them. Try not to look on licence tests as a chore – they give you plenty of practise and actually teach you how to drive in *GT2*.

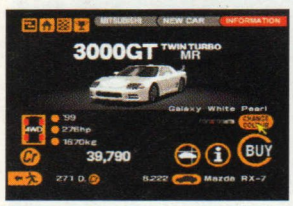
SPECIAL LICENCE

This becomes available only after you have qualified for all the other licences. Just look for the arrow at the top right of the licence test screen. Each test will require you to complete a time trial on each of the courses in *GT2*. Hopefully you'll have enough experience by the time you get to this to be able to breeze through. Your reward is a special option that generates random races against opposition in the same class as your car. Big money waits if you can unlock this mode...

LICENCE BONUSES



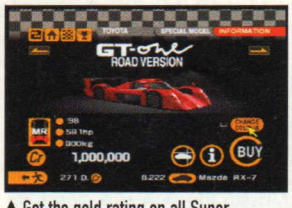
▲ Get the gold rating on all B-Class licence tests to get the Honda S2000. Nice one.



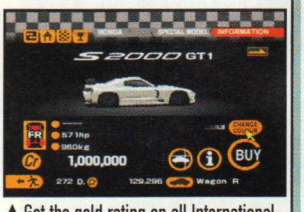
▲ Get the gold rating on all International-C licence tests to get the Mitsubishi 3000 GT LM Edition.

▲ Get the gold rating on all A-Class licence tests to get the Dodge Concept Car. Vroom, vroom...

▲ Get the gold rating on all International-A licence get to unlock the Mitsubishi FTO LM Edition.



▲ Get the gold rating on all Super Licence tests to get the Toyota GT1. Could you want for more?



▲ Get the gold rating on all International-B licence get to unlock the Honda Del Sol LM Edition.

HOW TO GET RiCH QUiCK

There's no easy way to get money in *GT2* – you'll have to race to earn it whatever you do. Our advice is don't waste time racing for prize money, you'll get more from selling the cars that you win.

Once you have enough money (around 30,000Cr) then get yourself a GT car. Something like a Nissan Skyline is usually quick enough. Work on tuning this up to around 390hp.

Head over to the Grand Touring Car Trophy in the Special Races section and race in the Red Rock Valley race. Win it and you'll get the Daisin Nissan racecar.

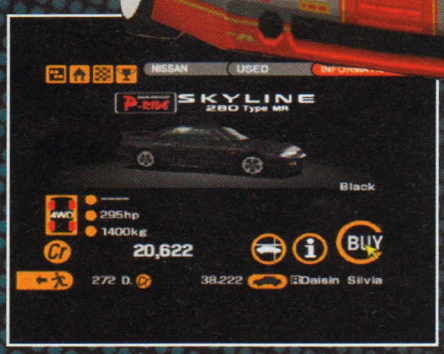
Despite its relative low hp this car is a beast. Use the Daisin and race in either the Grand Valley race or Mid Field race in the Grand Touring Car Trophy- we suggest the later as you should have clocked up plenty of miles on this course by now.

You should win easily – your prize for winning is the Unisia Jecs Skyline, which you can sell for 250,000 credits. Just keep winning the race for loads of cash!

▲ Use the Daisin Silvia to race in the Mid Field event – it has low(ish) hp but amazing acceleration that will blow the opposition away.

▲ It won't be long before you're in the lead – hold on for a couple of laps for a cool 250,000 Cr. Not forgetting 40,000 Cr for winning the race!

▲ The Grand Touring Trophy is where you get to win cars worth loads of cash. Concentrate on repeatedly winning these races to build up your wonga.



▲ You'll need a high powered road car to win the races though. A Skyline is a good buy – you can soup these babies up to race spec. More than enough power.

▲ The two best cars won in the Grand Touring Trophy. The Unisia Jecs isn't the best car in the game but is worth 250,000 Cr – just keep selling them for the money.

▲ The Daisin Silvia may have a girl's name but it's an essential car to own. Faster than its hp would have you believe. You'll win a lot of races with this one.

WiNNiNG CARS

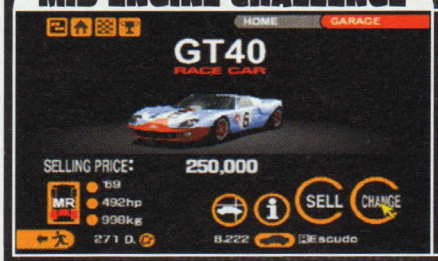
A word on bonus cars. Unlike the original (where rewards were straightforward) bonus cars in *Gran Turismo 2*'s Simulation mode are more numerous and subjective. Simulation mode bonuses are determined by:

1. The car the player drives (and the class it is in.)
2. The number of consecutive wins that car has achieved prior to a given race.
3. The course on which the race occurs.

Most of the time, bonuses vary by one class. Thus, a Class-B victory is likely to be awarded with a Class-C, Class-B or Class-A bonus car.

These are the cars that we consider worth striving for. While not necessarily the best cars in *GT2*, these are the most useful in terms of winning the later, more challenging races.

MID ENGINE CHALLENGE



1A Red Rock Valley 591hp GT40 Racecar Fast, powerful and turns on a dime – despite it's age the GT40 Racecar is a classic racer. You can use this as a general car – it's good for all courses.

GRAND TOURING CAR TROPHY

1B Grand Valley 493hp Mugen NSX GT This is the best of the GT cars available and has terrific acceleration and top speed. You'll find it difficult to lose when using this beast of a car.

GRAND TURISMO ALL STARS

1A Red Rock Valley free TVR Speed 12 With looks that can kill and an engine that sounds like an atomic bomb going off under the bonnet, the TVR Speed 12 is a must-have car. You can't upgrade it in any way but with over 800hp you don't need to.

SUPER TOURING (CAR CHANGES REGULARLY

1B Trial Mountain 493hp TDR3000 GT This souped up Toyota is one of the best cars to tune in the game. It goes from mild mannered pussycat to roaring tiger in a matter of a few upgrades. Has great acceleration so is good for slow, winding courses.

GRAND TURISMO ALL STARS

1A Laguna Seca free R390 GT1 Road Car '97. This car is your best bet for endurance races. Before you do that, though, you'll need to tune it up – the standard hp is around 300 but you can more than double this with a turbo.

TUNING YOUR CAR

While tuning your car is one of the joys of *Gran Turismo 2*, it's a good idea to plan ahead and decide which races you need to use it in before you slap on an extra 500hp. When you do tune, you should buy in this order: tyres, computer ROM, muffler, engine tune, carbon shaft, brake kit. Once you have these it's not that important what you do next but it's a good idea to tune your engine to the limit before you start buying turbos – these are expensive and may not have that much affect on a highly tuned car.

TYRES

The best way to improve the performance of your car is to buy a set of tyres. They give good all round improvement to your car's cornering, acceleration, and braking performance. Sports tyres are for gravel or normal road surfaces Racing slicks are designed for use on race tracks. Dirt tyres are for racing off road only.

ENGINE

▲ If you want your car to go faster then this is the place to go. Everything here is designed to boost your engine. Buying the computer ROM is a cheap way of boosting hp but go for the NA Tune option if you want big horsepower.

MUFFLER

Gives your car an added hp by improving air intake and exhaust flow for very little money. Go for the racing muffler – it may cost a little extra but it's well worth it.

SUSPENSION

New suspension is a good idea for an older car and if you are upgrading a car to race specifications. This basically improves you speed around corners.

DRIVE TRAIN

Gears are important – these help transfer the power in your engine to the wheels. Full racing transmission is the best as it allows you to manually change your gear ratios (see Setting Up box for more details). You may also want to get a racing flywheel (doesn't do much but makes your car sound cool) and a carbon drive shaft. The latter increases the acceleration of your car but this upgrade is only available for FR drive cars.

BRAKES

Essential for endurance races, a sports brake kit will also improve your braking distance enabling you to enter corners at faster speeds. The brake balance controller is basically a posh anti-lock system that stabilizes your car when you brake. In other words it stops you from sliding all over the place when braking from a high speed.

OTHERS

Here you can lighten your car – great for increasing top speed and handling. The racing kit only really changes the look of your car, although on some models you get a racing spoiler which increases down force and handling. You can also get a Yaw Control System and an Active Stability Controller. The former can help you with cornering but setting it too high increases the chance of spinning. The Active Stability Controller helps prevent your car from spinning out. Both are expensive and are only recommended for the pros.

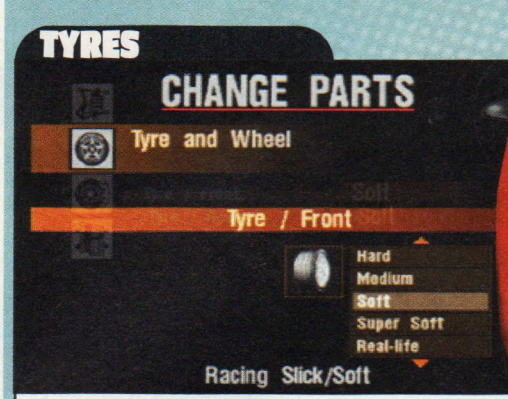
TURBO

Ah, the easy way to get some mental hp for your car. Not all cars can get a stage four upgrade. You should only upgrade to turbos once you have tuned your engine to the highest spec.

SETTING UP

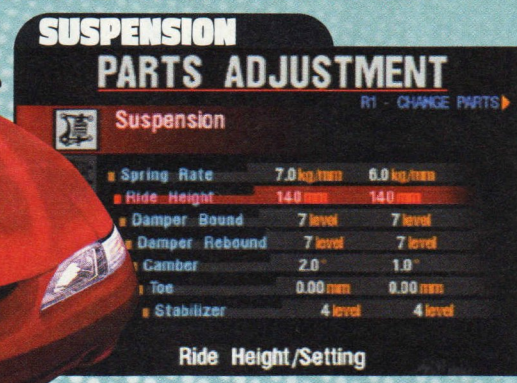
It's essential that your car is set up correctly before a race. This becomes even more important when you compete in the more difficult races – A-class International races especially. By this stage you should have all the necessary modifications on your car – if not then a choice of tyres, adjustable suspension and gearbox are essential.

TYRES



Think about what surface you'll be racing on. If it's a racetrack then soft or super-soft racing slicks are best – these give the maximum grip and enable you to take corners at higher speeds. If you're racing on a gravel or normal roads such as the Grimworld or Tahiti tracks then sports tires give good all round performance. Obviously you'll need dirt tyres if you're going to take part in a dirt race. You should also think about the length of the race. With races that last only a couple of laps tire wear doesn't matter but if you're going to get stuck into an endurance race then soft racing slicks tend to wear out after five or six laps. To offset this, you could go for the hard tyres – these last longer but take a few laps to warm up to race temperature and give you the required grip.

SUSPENSION


PARTS ADJUSTMENT
R1 - CHANGE PARTS
Suspension
Spring Rate 7.0 kg/mm 6.0 kg/mm
Ride Height 140 mm 140 mm
Damper Bound 7 level 7 level
Damper Rebound 7 level 7 level
Camber 2.0° 1.0°
Toe 0.00 mm 0.00 mm
Stabilizer 4 level 4 level
Ride Height/Setting

Playing around with your car's suspension is only advisable for the experts among you. Also, it doesn't have that much affect on the way your car handles. However, adjusting the height of your car will improve the cornering of the vehicle and its top speed depending on the setting. Low for better speed, high for better cornering.

GEAR RATIOS

You need a professional gear conversion if you want to alter your gear ratios. As a basic guide you want to set your gears close together (the bar to the left) if you are racing on a small course, such as Autumn Ring, with lots of corners. This will give your car greater acceleration. Likewise setting your gears far apart (the bar to the right) will give your car a much higher top speed. Use this setting on high-speed courses such as Red Rock Valley.

DOWNFORCE

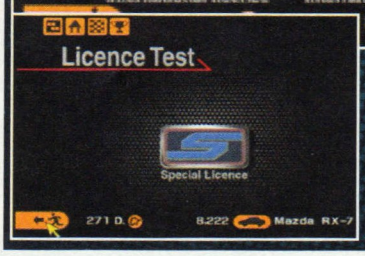
Again, this is linked to speed and acceleration. As a basic guide high downforce will give you more grip at the expense of speed. This should be set on courses with lots of corners. Likewise, low downforce will give you a better top speed but will make cornering a nightmare.

THE JOYS OF ARCADE MODE

Playing Arcade mode won't affect your game in Simulation mode but you will get some interesting extras for completing it on hard difficulty.

Pass the first five licence tests (B, A, International-C, International-B, and International-A) in Simulation mode to unlock the Super Sports car class in Arcade mode. Win a forward course in Arcade mode at Normal difficulty to unlock extra cars.

Win all courses on hard difficulty to get surface select for the challenge mode.



▲ Once you've qualified for all the original licences an arrow appears in the top right hand corner of the screen. Click on it to get to the...

◀... Super Licence. The most difficult of all *GT2* licences, it requires you to complete a tight time trial on every course of the game.

THE BEST CAR IN GT2

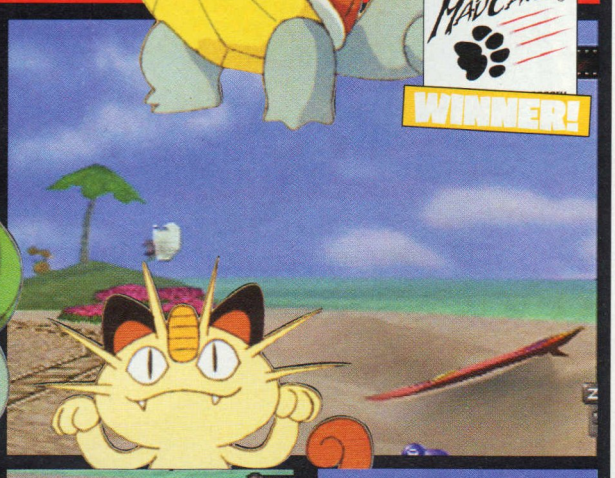
Okay, so this is a matter open for debate but if you want a car with a blistering top speed of over 400 kph and acceleration that will strip the paint away then look no further than the Suzuki Escudo Pikes Peak Version. Originally designed for the Hill's Peak Climb race, you put this baby on the flat with racing slicks and she's almost unbeatable. You can buy the Escudo for 2,000,000 credits in the Suzuki special screen but you won't regret it – she's worth every penny.

▲ This is the fastest car in the game, bar none. The Suzuki Escudo will cost you 2,000,000 Cr but it's worth every penny.

SECRETS SERVICE

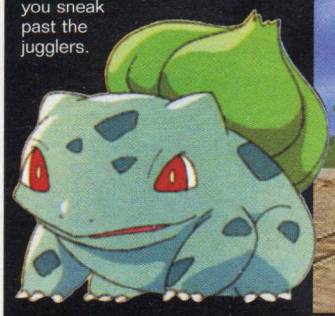
THE GREATEST CHEATS DISCOVERED BY YOU LOT! SEND IN [illegible]S AND WIN BOOTY!

CHEATE[illegible]WG... POKEMON



POKEMON RED & BLUE

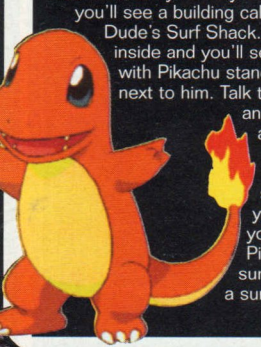
Invisible Walls
Koga's gym has invisible walls. To see the walls use a SNES and a Super Game Boy – it will help you sneak past the jugglers.



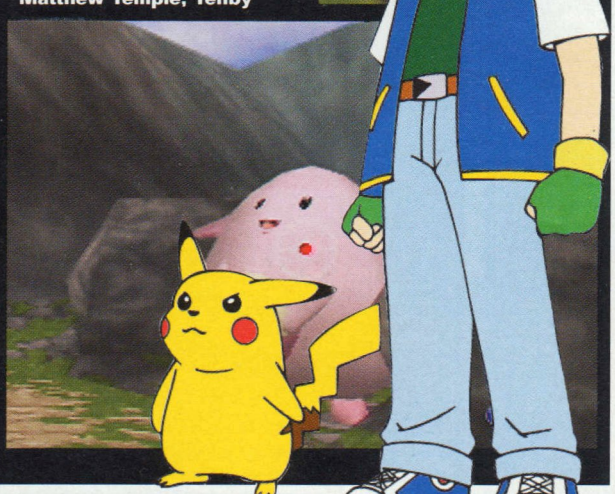
Loads of Coins
For this you'll need a SNES, a Super Game Boy and a controller with an auto-fire function. Go to the machine above the girl who says "I think these machines have different odds". Then, leave your console on auto-fire and watch your coin purse fill! This cheat helps you buy the rare PORYGON.

POKEMON YELLOW

Pikachu Surfing Mini-game
For this cheat you'll need an N64 and Pokémon Stadium. Successfully complete the Tournament mode on Pokémon Stadium without any of the rated Pokémon. Transfer Pikachu over to the Yellow Pokémon gamepak. Fly to Fuchsia City and go down Route 19. On your way down you'll see a building called Dude's Surf Shack. Go inside and you'll see Dude with Pikachu standing next to him. Talk to him and he'll ask if you want to surf, say yes and you'll see Pikachu surfing on a surf board.



You can make Pikachu do loads of tricks and other cool stuff.
Matthew Temple, Tenby



CRASH TEAM RACING (PSX)

Secret Characters
Ripper Roo: Win the Red Gem cup
Papu Papu: Race and win the Green Gem cup
Komodo Joe: Race and win the Blue Gem cup
Pinstripe: Win the Yellow Gem cup
Fake Crash: Race and win the Purple em cup
John Camilleri, London

DOOM 2 (PC)

Killer Codes
Gun ammo: IDKFA
Health: IDDQD
Different map view: IDDT x2
Invisibility: ID BEHOLD I
Light on: ID BEHOLD L

DESCENT (PC)

Going Down
Type the following in after the game has started. A woman's voice will say 'cheater' if you've done it correctly.
1. To make cheats work: G A B B A G A B B A H E Y
2. Warp to a different level: F A R M E R J O E when the box appears, type in the level you want to go to (between 1 and 26).
3. Extra ammo/weapons: S C O U R G E
4. Energy shield: T W I L I G H T
5. Stop enemy fire: A H I M S A
All from Amar Maganbhai, London

KINGPIN (PC)

Infinite Ammo
1. Go to Gang Bang and then select 'start network game'.
2. Go to Deathmatch Flags, you'll see a list with yes or no at the side.
3. Scroll down until you get to Infinite Ammo and click 'yes'.
4. Exit to the main menu, click on game and start.
5. Now when you get a gun you'll have infinite ammo.
Scott & Kyle Martin, Chesterfield

TONY HAWK'S SKATEBOARDING (PSX)

Extra Moves
(Note: The special bar has to be full for any of these to work.)
Rune Clifberg – front back kickflip: ◀, ▲, ▼, ●
Kareem, Jamie and Chad – front flip: ▶, ▼, ▲, ●
Tony Hawk – 'the 900°': ◀, ▶, ▼, ●
Geoff, Bob, Andrew and Elissa – backflip: ◀, ▲, ▼, ●
Bucky Lasek – varial heelflip judo: ◀, ▼, ▲, ●
Officer Dick – yeehaw front flip: ◀, ▼, ▲, ●
Liam Scott, Chippenham

TOMB RAIDER 3 (PSX)

All Weapons/Medikits/Save Crystals and Flares
During the game quickly press: L2, R2 x2, L2 x4, R2, L2, R2 x2, L2, R2 x2, L2 x2, R2, L2 x2 and R2. Lara should scream.
Skip Level
During the game quickly press: L2, R2, L2 x2, R2, L2, R2, L2, R2, L2 x4, R2, L2, R2 x4 and L2. Lara should say 'No'.
Full Health
During the game quickly press: R2 x2, L2, R2, L2 x6, R2, L2 x3, R2 and L2 x5.
Race Course Key Cheat
During the game quickly press: R2, L2 x3, R2, L2 x6, R2, L2 x5, R2 and L2 x2.
To get to Lara's Museum
Go to Lara's pool and press the switch on the back of the diving board. Go to the door in the lobby that opens, pull the lever and roll and sprint across the lobby. Roll into the museum and you'll find lots of artefacts.
Simon Willingham, Hull

RUGRATS (PSX)

The Maze
Enter the gap in the fence first. Then turn left, left again, right, left, left, past the white gate then right and right again. Go straight ahead then right and right again, left past another white gate, right and left past a tree. Go right, past another

white gate, right, left past a tree, right and left past a bowl. Go right, left, straight ahead, left, right past another white gate, right, left past a stone, left, left past a tree, right, under the little fence, right, left, straight ahead, right past a bench, straight ahead and you'll reach Spike the dog.
Thomas Venus, Nuneaton

ROLLERCOASTER TYCOON (PC)

Big Cheater
For all rides, scenarios, infinite money and to be the top tycoon, at the main menu hold SHIFT, type 'rct2' and press ENTER. If you've entered it correctly you'll hear a round of applause.
£1,000,000 gift
For a one million dollar gift close your park down for one whole year. After that a man in a blue suit holding a clipboard will give you a load of cash!
Matthew Temple, Tenby

ZELDA DX (GB)

Explosive Arrows
Select bombs and arrows and press A and B together. The arrows will carry the bombs.
Save Money 1
When you buy something, press Start as your money gets deducted. When you press Start again the rest of the money won't have been taken away.
Save Money 2
You can steal from the shop! Pick what you want and then run around the shopkeeper a few times. When he's facing the wrong way just run out. You'll get called a thief for the rest of the game though.
Temporary Invulnerability
This only works when you have the rooster and the boomerang. Select the power bracelet and the boomerang, then throw the boomerang and pick up the rooster before it returns. Now nothing can hurt you but you can hurt things below you.
L-2 Sword
Collect 20 secret seashells and take them to the seashell mansion. The sword fires mini-swords but it only works on full hearts.
Get to the Colour Dungeon
Go to the graveyard and find the screen with five gravestones. Start in the bottom right hand corner and go anti-clockwise, pushing them down, left, up, right, up. Once you push the last one into place a staircase will appear.
Matthew Wicks, High Wycombe

PACMAN WORLD (PSX)

Three Lives Every Time
Wait for the Galaxian picture, count six cherries after the picture, press ● on the sixth cherry and the wheel will stop on the Galaxian. Repeat for the other two reels and you'll get an extra three lives.
Nigel Turner, Aylesbury

POKÉMON (GB)

Wicked Attack
First, get leech seed and toxic moves and then combine them. You'll now leech more energy than a normal attack.

RESIDENT EVIL 2 (N64)

Invincibility
At the Load screen hit down on the D-pad four times, left on the D-pad four times, Left-C, Left-C, Right-C, Right-C, Top-C and Bottom-C.
Michael Blakeman, Liverpool

GRAND THEFT AUTO (PC)

Army Base
On the Bent Cop Blues level, go to North East Banana Grove and you'll find a Green Penetrator with orange windows parked in front of a tree. Get in it and drive forward with no turns on the grass and eventually you'll go over the water and land on some grass on the other side. Follow the grass to the left until you come to a gap in the fence, go in and you're in an army base.
Greg & Martha Bowyer, Solihull

BUGS BUNNY LOST IN TIME (PSX)

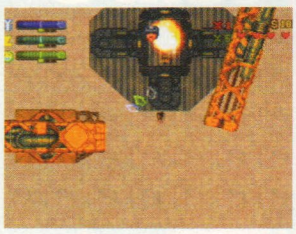
Every Era and Every Level
At the Era Select screen hold L1 and R1 and press ⊗, ●, R2, L1, ●, ⊗, ●, ●, ●.
Sam Gunn, Cheshire

TOMORROW NEVER DIES (PSX)

Voice Swap
On the stealth ship don't rescue Wea Ling, instead go to the place where Carver is and Wea Ling will be there with Carver's voice and she'll do the same actions (you have to rescue her afterwards, though, otherwise you can't finish the game).

GRAND THEFT AUTO (PC)

Power-ups
Leave the following cars at a crane to receive the corresponding power-up:
Aniston BD4: Jail free card
Deamer: Flame-thrower
Big Bug: Machine Gun
B-Type: Invulnerability
Miara: Rocket Launcher



Police car: Cop bribe
Z-Type: Silenced machine gun
Taxi: Double damage
Schmmdy: Health
Romero: Armour
Minx: Electro fingers
Greg Reid, Bangor

SONIC ADVENTURE (DC)

Sonic Extras
Light shoes – In station square second area, go down the storm drain and follow the path to find the light shoes.
Light bracelet – In station square hotel, hit the switch at the top of the stairs, use the light speed dash to cross the foyer.
Tails Extras
Rhythm broach – In ancient Echinda city on the large pyramid. Jet shoes – Inside the sewer behind Twinkie Park Raceway in station square section one, fly up the hole in the ceiling to find the jet shoes in the only room around.
Knuckles Extras:
Digging claw – Go into the cave In mystic ruins near Tails' workshop. You'll come across another cave with a monkey in a cage and the digging claw.
Fighting gloves – Find Big Cat's house in the forest and climb the wall behind the tree. Follow the path round until you find the fighting gloves.
Kevin Forster, Bognor Regis

THEME PARK (PC)

Build on Shops
First, get or build a shop. Then if you need a toilet or another attraction near the shop but there's no room, right click on a spot on the building (not the entrance) and it will delete that part but still look the same. Put the toilet or attraction down even if a shop is located there. It might look like it's not there, but it will be.
Debug Mode
For a cool $50,000, enter your nickname as 'HORZA' and start a new park. The next time you're asked for your nickname, enter it as 'HORZA'. From here on you can get $50,000 by pressing Ctrl-C.
Shift-Z: all scenery
Ctrl-Z: all the rides
Alt-Z: all the shops
Mega Park
For a Megapark, enter your nickname as 'DEMO', then continue. This will load up a Megapark with most of the rides included but with a few problems for you to fix.

THEME HOSPITAL (PC)

Codes
To enter the codes you have to get a fax first. Press the green '?' button at the bottom of the screen, then use the mouse to press the numbers then hit send.
7827 – After you win the level go to a rat shoot level.
24328 – Enable the following codes during gameplay:
SHIFT-C – Get $2000.
CTRL-C – All research completed.
CTRL-M – Skip game to the end of the month.
CTRL-Y – Skip game to the end of the year.
CTRL+S – Obtain doctor with special skills.
CTRL+E – Makes one emergency.
SHIFT+1 – Extra patient.
SHIFT+I – Change patient's illness.
F11 – Level lose.
F12 – Level won.
To start on a specific level use this command line 'switch: -Lx' Where 'x' is the number of the level you want to start on.
After typing 24328 at the fax, when playing normally press Ctrl + Shift + C. This will give you all items.

ROLLERCOASTER TYCOON (PC)

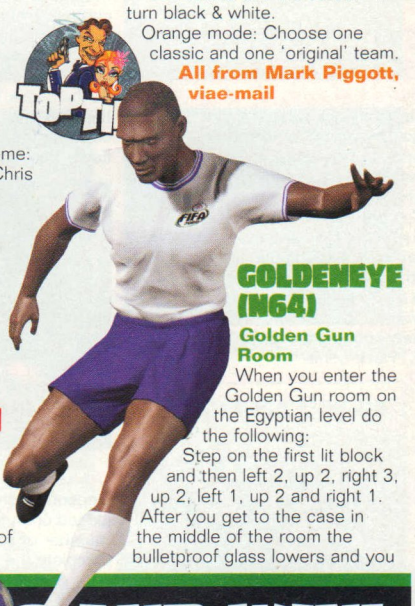
Extra money
Use the finance command by pressing F. Then press M and 'Enter' to gain $5,000.
Guest Names
Enter one of the following as a guest name:
Photographer Guest: Chris Sawyer
Artist Guest: Simon Foster
Increase Guest Happiness: Melanie Warn
Waving Guests: Katie Brayshaw
Mega Park: Complete all levels

DUKE NUKEM 3D: (PC)

Come Get Some
Pressing 'D' and then 'N' activates cheat mode. Then enter any of these codes:
CORNHOLIO: Turns God mode on or off and gives you unlimited jetpack fuel.
COSMO: Gives you unlimited jetpack fuel.
STUFF: Gives you all the weapons, keys and full ammo.
ITEMS: Gives you all of the items and keycards.
SCOTTY # (episode) # (level): Warp to a level.
CASHMAN: Makes you spew money all over the place.
VIEW: Gives you a third-person view of Duke.
RATE: Displays current frame rate.
SKILL#: Changes the skill level.
HYPER: Get high on steroids.
Type 'D','N', then WEAPONS. This is similar to STUFF, but without the items (jetpack, medikit, steroids, etc.)

FIFA 2000 (PSX)

Booted Bonuses
MOMONEY: Unlimited funds
HOOLIGAN: Bonus teams
BURNABY: EAC pitch
SIZZLE: Lightning mode
DIZZY: Alien mode
LIGHTSOUT: Glow mode
Black & White mode: Choose two classic teams and the screen will turn black & white.
Orange mode: Choose one classic and one 'original' team.
All from Mark Piggott, viae-mail



GOLDENEYE (N64)

Golden Gun Room
When you enter the Golden Gun room on the Egyptian level do the following:
Step on the first lit block and then left 2, up 2, right 3, up 2, left 1, up 2 and right 1.
After you get to the case in the middle of the room the bulletproof glass lowers and you

SEND YA CHEATS AND WIN!

Why not prise your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across and, who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Mad Catz. So stop playing and get writing...

can pick up the golden gun and some ammo. If you look down it makes the whole process easier.

ARMY MEN: SARGE'S HEROES (N64)

Corporal Coding

Enter the following codes at the password screen:
ALCHR: All characters
VRCLN: All multi-players
NSRLS: All weapons
CLRSMN: Weird colours
MMRTL: Invincibility

DNLVSKSF: Invisibility
CNTN: Infinite continues
DNSTHMN: Level select

All from Matthew Doogue, Walkden

STREET FIGHTER EX 2 PLUS (PSX)

Extra fighters

To fight Kairi, finish the first bonus game with an 'excellent' finish status, then defeat the next fighter with a 'perfect' ending and you should get Kairi.
To fight Vega 2 lose no rounds, then fight Kairi and have 100,000 on 'complete' by the time you get to Vega. Defeat him without losing a round and he'll regenerate into Vega 2. Defeat him and you get a new bonus game called 'Fight Vega 2'. Have some!

D Jones, Manchester

WCW MAYHEM (PSX)

Spandex Secrets

Type the following codes on the PPV password screen.
Unlock hidden wrestlers: PLYHDNGYS
Quest for the best (move up in rank): CHT4DBST
Doppelganger mode (play as same wrestlers): DPLGNGRS
Classic Nitro set: PLYNTRCLSC
All back rooms (match options screen): CBCKRMS
Bionic created wrestler: MKSPRCWS

Jack Darby, Leeds

RESIDENT EVIL 3: NEMESIS (PSX)

Jill's Diary

Collect all 30 files and diaries throughout the game and Game Instructions A (Blue) should turn into Jill's diary.

STI 6.0 Eagle Handgun (Hard mode only)

When you fight The Nemesis in the newspaper office or the restaurant, choose to hide in the back, or to hide in the kitchen, then, when he's knocked down, rush over to his body and collect the Eagle A parts. At the Clock Tower, choose to use the cord and do the same thing, combine the two parts to get the Eagle Handgun.

Costumes

Depending on your overall mark, judged upon the time and the number of saves used to complete the game, you should get a boutique key giving you access to 1-5 costumes. Use this key on the door that's locked in the up-town area and there should be a light on – it's the one almost next to the bar where you saw Brad. The open cubicles contain Jill's original S.T.A.R.S uniform, Regina's outfit from *Dino Crisis*, a biker outfit, a snazzy white disco suit and a female police officers uniform.

GRAN TURISMO (PSX)

Extra money

To clone your cars you must follow these steps:
1. Load any GT game from memory card slot 1.
2. Go into your house and go to the trade option.
3. Remove the card in memory card slot 1 and put into slot 2 and load it up to the game.
4. Choose the car you want to clone.
5. Choose 'Yes'.
6. Choose the cross ('No').
7. Put the card in slot 2 back into slot 1 and save the game.
8. Now, in your garage there will be two of the cars you chose. Enter one, go to the car manufacturer and sell it. The special model cars sell for about $300,000 each.

(There's a possibility that you may break your memory card, or the data on it (ie, you are not supposed to pull stuff or put stuff into your PSX when it is switched on so do this at your own risk).

All from Bill, via e-mail

WWF ATTITUDE (DC)

Create Johnny Cage from Mortal Kombat

Body type: Male Average
Skin Type: Ripped
Skin Colour: Skin Colour 1
Eyes: Concerned
Nose: Wide Nose 1
Mouth: Standard Mouth
Hair: Pompador 1 (shade 32)
Accessories: Exterminator Sunglasses (All Black)
Elbowpads: Elastic Sleeve (All Black)
Gloves: Cut-off Gloves (All Black)
Pants: (Plain) J Talk
Shoes: Army Shoes (All Black)
After you've finished his physical features, you choose his personality etc.

Alastair Fowler, via e-mail

LITTLE BIG ADVENTURE 2 (PC)

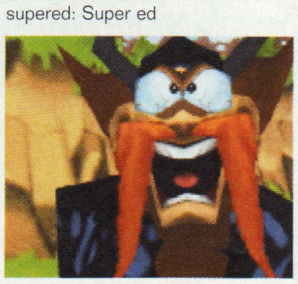
Twinsun Twisters

During the game press Esc and type the following:
full: health and magic
clover: life
magic: magic
gold: money
health: health

TONIC TROUBLE (PC)

Pep Codes

During the game type the following for the following cheat options:
fullife: full health and all lives
supered: Super ed



F22 LIGHTNING 3 (PC)

Rocket Raiders

During the game press Ctrl + Enter and type any of the following codes. (Once typed press enter to confirm):
the truth is out there: unlimited ammo available
black oil: refuel
trust no-one: invincible
i want to believe: no crash

CIVILIZATION 2 (PC)

Civilised Secrets

During the game press:
Q: update throne room
Ctrl + Shift + T: new council attitude and time
Ctrl + Shift + U: Edit unit, except for type

QUAKE (PC)

Lovecraft Licks

During the game press ~ (tilda) and key in any of the following codes. (Once you've typed the code press enter to confirm):
nohits: invincible
noclip: walk through walls
god: god mode
fly: fly mode
notarget: invisible

All from Simon Rogerson, Pontefract

ISS PRO '98 (PSX)

All Star team

Highlight exhibition mode at the introduction menu then press: ▲, ▲, ▼, ▼, ◀, ▶, ◀, ▶, ●, ⊗. You should hear a clapping noise if you've done this correctly. Then on the team selection screen hold down the L1 and R1 shoulder buttons together and press ⊗. You should now have the All Star team to play with. Your chance to get a kick about with George Best, Pele, Platini and Gary Linker

Samuel Weller, Birmingham

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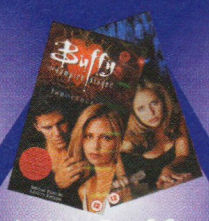

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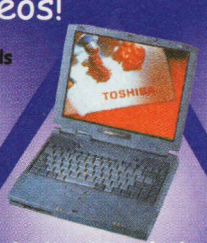

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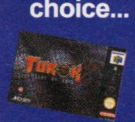

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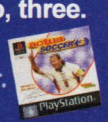

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CONSOLETATION ZONE!

ANSWERED BIG-STYLE!

As you can see Dave's a bit indisposed at the moment (hence the sparky expression) so I've had to step in and grab the zone's controls. And after tackling some of your knotty problems, I wish I'd stayed tucked away in *Sonic Adventure*. Oh well...

Looking for some cheats? Plain hopeless and cack-handed? Let wild Dave Harrison help you out!

SEND QUESTIONS TO:
CONSOLETATION ZONE, GAMESMASTER, 30 MONMOUTH STREET, BATH, BA1 2BW.

SONIC ADVENTURE

Dreamcast

Dear Dave
I've been ploughing through the wonderful *Sonic Adventure* since I bought the game before Christmas. I've nearly finished it but the one area I'm having real trouble with is the silly Chao's. Do you have any help you can offer me to make these things work better as mine never seem to be that successful?
Neil Addison, Chesterfield

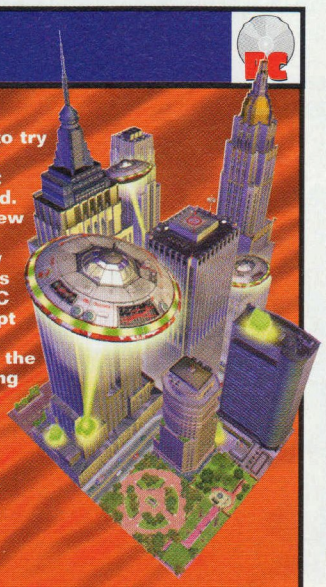
Not had many questions like this before... just let me go and complete *Sonic* again. Okay, let's go through some Chao theory. To try out the Black Chao first you've got to be the robot. Go to the egg catcher then to the bridge where you'll see three doors. One will have a prison on it so go through and open the middle cell (jump on the peg) then take the egg back to the bridge. Behind Robotnik (sitting on a chair) there's a door with six buttons in front of it. Jump on these in order to spell EGGMAN and it'll be open sesame to the transporter room. Use the portal and you'll be taken to the Chao garden where you can hatch the Black Chao. If you fancy getting the Golden Chao baby head to the open shop in Station Square by the manhole. On route stop off at City Hall (where you battled against Chaos) and check out the grass. You'll find a largish rock. Pick this up then take it back to the open shop and swap it for the egg located there. Finally, if you want the unique Metallic Chao baby go the waterfall and head to the right where there will be a small platform – push this and the new egg will drop into the pond enabling you to take it to the garden for hatching.

SIM CITY 3000

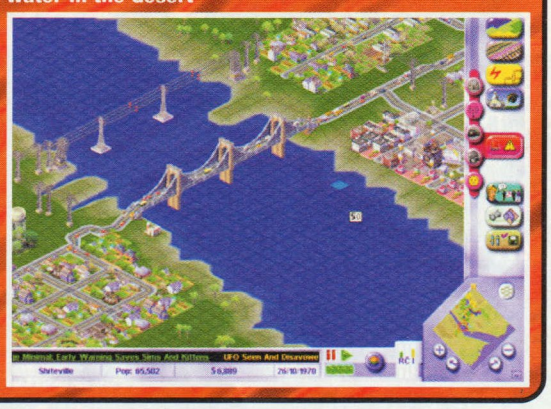
PC

Dear Dave
I've just recently bought a copy of Sim City 3000 and I wondered if I could pester you for a bit of help. It's not that I'm really bad at the game but I'd like to be really good at it by the time the next version comes out. Can you help me?
John Simmons, Bermondsey

Right ho, this is one of my favourite PC games. I used to try to persuade Ollie to play the game but he complained that he couldn't paint the town red. Hmmm. Anyway, here are a few codes which should keep you in bricks and mortar for a few months. To access these codes press [Ctrl] + [Alt] + [Shift] + C while in the simulator. A prompt box with a flashing cursor will appear in the top left corner of the screen. Type one of the following codes and press [Enter] to activate the corresponding cheat function.



Effect .....Code
Construction costs set to $0 .....i am weak
$250,000 donation offer from Vinnie ....call cousin vinnie
All extra gifts .....pay tribute to your king
Stops advice .....stop forcing advice
Change the sea to salt water.....salt on
Change the sea to fresh water .....salt off
Raises the terrain by one .....terrain one up
Lowers the terrain by one ....terrain one down
Raises the terrain by ten .....terrain ten up
Lowers the terrain by ten .....terrain ten down
Load grayscale picture as terrain....load terrain
High tech industries..... nerdz rool
All power plants ..... power to the masses
All water plants ..... water in the desert



TUROK 2

N64

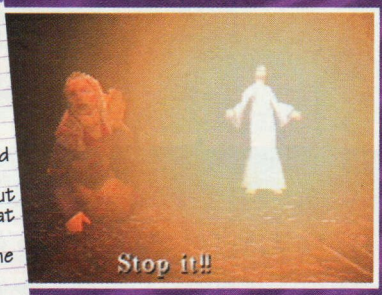
Dear Dave
Me and friend have recently swapped a few games with one another as we can't afford to buy them new. I gave him *Mario Golf* and got *Turok 2* in exchange. Simon told me there was loads of cheats for the game but he didn't have them. Is there any chance you could help me?
Sam Withenshawe, Manchester

You're in luck: I've just been playing the game myself so I've got all the best codes right to hand. *Turok 2* is a great game so I reckon you did okay there – shame you had to lose *Mario Golf* though. As you'll notice some of them are really useful while others are, well, less useful. To enter these fantastically handy cheats go to the Cheats Menu (off the Main Menu) option then activate them once the game is mid-action.

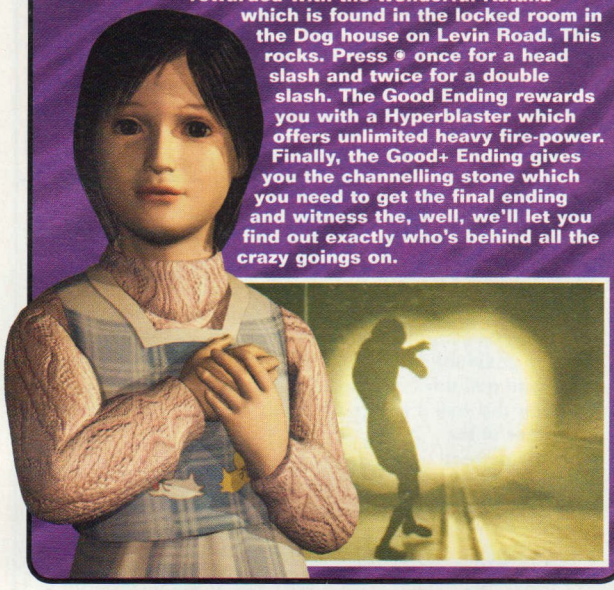
Big Cheat BEWAREOBLIVIONISATHAND
Big Hands and Feet Mod ..... STOMPEM
Big Head Mode .....UBERNOODLE
Blackout Mode .....LIGHTSOUT
Gouraud Mode ..WHATSATEXTUREMAP
Juan's Cheat .....HEEERESJUAN
Pen-and-Ink Mode .....IGOTABFA
Stick Men Mode .....HOLASTICKBOY
Tiny Enemy Code .....PIPSQUEAK
View Credits .....ONLYTHEBEST
Extra multi-player and co-operative levels
Head to the Multi option then enter the Big Cheat in the cheat menu (BEWAREOBLIVIONISATHAND)
Now, go back to the Multi menu and start a game. When the game begins, go into the Cheats menu, and scroll through the 'warp to ...' and select the level you want to play.

SILENT HILL

Dear Dave
Because my Dad thought the game was a bit scary I've only just got *Silent Hill* (he's forgot all about the fuss now you see). I've managed to complete it with one of the finishes but could you tell me what extra stuff you get when you finish all the endings in the game so I can get my money's worth?
James Penshaw, Middlesborough.



You'd be surprised how many people weren't allowed to buy this game when it came out... something about it being scary. We didn't reckon it was that bad. Oh well, to get the Bad Ending, which will reward you with the Gas Tank, Chain saw and Rock Drill. (The Chain saw is the best of these – the Gas Tank which powers the weapon can be found in the garage – and is ideal for attacking any slow moving enemies.) For the Bad+ Ending you're rewarded with the wonderful Katana which is found in the locked room in the Dog house on Levin Road. This rocks. Press ◉ once for a head slash and twice for a double slash. The Good Ending rewards you with a Hyperblaster which offers unlimited heavy fire-power. Finally, the Good+ Ending gives you the channelling stone which you need to get the final ending and witness the, well, we'll let you find out exactly who's behind all the crazy goings on.



MDK

Dear Dave
Shooting games are my favourite so I was well pleased when I saw a second-hand copy of MDK for sale at a car boot sale last week for a fiver. I bought it and took it home for a quick blast. I love this game so much, but I'm having a bit of trouble on the really hard level. Are there any cheats?
Fabian Whitesock, Isle of Wight.

You're right, this really is one of the finest shooting games on the PlayStation – shame it got so overlooked when it was released. But for five quid you've had what we call in the trade a 'result'. So those secrets then. To obtain the cheats you have to enter a code to start with. First pause the game mid-action then press 2 u 8 r.

Bones Airstrike .....2 8 e 2 8 2 u
Level Select .....4 e w 8 r
Cow Drop .....8 2 2 u 6
Dummy Decoy ..... x u 6 e x 8 r
Invincibility .....e w w e 6 8 4 u r
Mortar .....4 u w r 6 e 4 4
Nuke .....2 8 r w 2 e e 6
Sniper Grenade .....8 r u 4 e w r
Super Chain Gun .....4 u 2 r w 8 2
Super Speed .....6 e w e x (hold down .....and the R2 button for Super Speed)
Thumper .....Press 2 8 4 4 w 8 6 2
Tornado .....2 u r w 6 8 x
The Worlds Most Interesting Bomb .....2 6 e e 4 4 8 r w
God Mode .....2 o 8 r t t e w w e 6 8 4 o r now .....restart the game

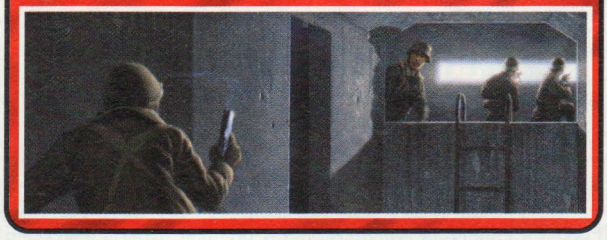
MEDAL OF HONOR

Dear Dave
A couple of months ago I was well excited to see the cheats for *Medal of Honor* in Tips Express but my excitement soon turned sour when I noticed that the multi-player codes hadn't been included. Could you have a look into this for me as I've got loads of mates who love the game and we really like to play the multi-player.
Chris Burns, Preston.

What an error. I'll have a word with our tipster and slap him around a bit... he won't do it again. To make up for it I've included all the level codes for you to complete each mission. The multi-player power-pps can only be entered once you get the first medal and beat the first three levels with a three star rating or better. If this doesn't appeal to you just enter DENNISMODE as a password. When you play the multi-player game whack somebody and a box will appear next to them. In it will be one of the modifiers listed below:

BLK(Blink) .....The unlucky sap will be transported to another part of the level.
DMX .....Just like Quad Damage in Quake – lovely.
REV .....Controls are reversed.
FRZ .....Fairly obvious. Lasts about ten seconds.
SLW .....Not quite as bad as FRZ but close.
DMD.....Damage is half as powerful as before
RFL .....Bullets will bounce off every surface
SWP .....The victim's ammo is given to his enemy.
AIR.....A jump will last a lot longer than normal.

PASSWORDS:
1 RETTUNG
2 ZERSIOREN
3 BOOTSINKT
4 SENFGAS
5 SCHWERES
6 SICHERUNG
7 EINSICKERN



POWERSTONE

Dear Dave
When I first bought my Dreamcast I got *Sonic Adventure* and *Power Stone*. I got so into Sonic that I've only just started to play Power Stone so I don't really know much about it. My mate at college reckons there are loads of secret characters so I was wondering if you could let me in on any of the secrets?
Charlie Brodgen, Chester

The mighty *Power Stone*. If you ever want to show your mates exactly how good the Dreamcast is then this is the perfect game. It looks marvellous with really stylish animation. Anyway, enough of my gushes, onto the answers. Well, your friend is correct as there are quite a few extra fighters to unlock, some are easy while others are very hard indeed.

Kraken .....Complete the game with every fighter
Valgas .....Play as Kraken and win and Valgas appears in the character screen.
The Bosses .....Complete the game, playing as each character once to unlock the bosses.
The Final Boss .....Finish the game without using any continues then go to the 12th page of the collection menu and there he is. He can only be used in the Vs mode though.
Transformed Valgas .....Finish the game with Valgas then go to the Vs mode and both of you will be able to play as Valgas with player two picking up the Transformed version.
(Once you've got Valgas you'll open up the Virtual Mode (found on page five of the Power Stone Collection). This interesting cheat changes the viewpoint to behind your fighter for the whole game. It's a weird thing and takes some getting used to.)

CLASSIC CONSOLETATION ZONE

Colony Wars

Dear Dave
I'm a huge fan of Star Wars so there's nothing I love more than blasting a few craft out of existence in huge space ships. Unfortunately, all the Star Wars games for the PlayStation are rubbish so I'm having to make do with *Colony Wars*. Shamefully though I can't complete them so need your help with these great titles.
Simon Pierce, Dartmouth.

You're not wrong about these Star Wars games... utter tosh (shame they don't bring out the likes of *Rogue Squadron* and *X-Wing*). Still, the *Colony Wars* games are worth getting involved with – number three is pretty smart as well. To enter the codes go to the password screen and enter this lot exactly.

Colony Wars

zx7z15EEvLax7QON:
All Missions and Endings
Commander*Jeffer:
Level Select
Tranquillex:
Unlimited Primary Weapon Power-ups
Memo*X33RTY:
Unlimited Secondary Weapons
Hestas*Retort:
Unlimited Shields
All*cheats*off:
Disable All Cheats

Colony Wars: Vengeance

Blizzard:
Enable all codes
Stormlord:
Disable all codes
Vampire:
Invincibility
Tornado:
Have all weapons
Dark*Angel:
No Overheating
Chimera:
Infinite secondary weapons
Avalanche:
Infinite afterburner usage
Hydra:
Have lots of tokens
Thunderchild:
All ships available
Demon:
Mission and Ending select option activated

MASTERCLASS

STEP-BY-STEP TECHNIQUES FOR THE ADVANCED PLAYER...

CRAZY TAXI

Dreamcast

The most anticipated game in the Dreamcast universe has finally arrived. So, if you want to earn a Crazy Licence or pull some insane combos, read on for our cut-down version of The Knowledge for the clinically insane.

GET RID OF DEAD WOOD

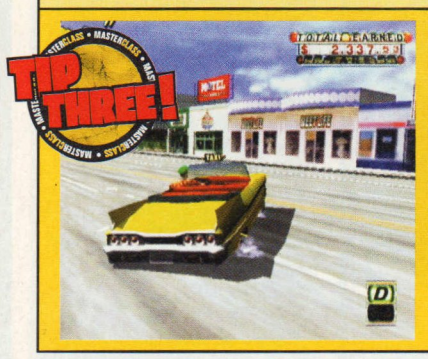
When you want to get rid of passengers without wasting a load of time there's no surer way of ditching them than driving underwater. In Arcade mode you should just head straight for the beach while taking a jump off the huge bridge in the Original city will be equally effective. For some reason passengers don't like it in the sea so you'll soon be free of them.

DIFFICULTY RATING — Only works if you're close to the ocean.

GET THE COLOUR RIGHT

Decide what colour to go for and stick to that one. If you want to get a lot of smaller paying fares then look out for red circles to pick up from as these are the shortest journeys. Overall though, you're better off going for the green circles as these are the longer trips so will pay a lot more and give you great chance of pulling off a few combos. They'll also open more of the city as well.

DIFFICULTY RATING — Only a tough tactic if you're colour blind.



LEARN THE MOVES

If you want to get ahead you've got to learn the special moves. To get the Crazy Drift (press A to go into Reverse then press B as you go into the turn). The Crazy Dash gives you a massive power boost simply by pressing the B and Accelerate button at the same time. If you want to reverse backwards at top whack (handy when you've used a wall to stop yourself) press A and Accelerate together. Now get out there and get driving!

DIFFICULTY RATING — Tricky for the first hour or so, then second nature.

ISS PRO EVOLUTION

PlayStation

You might have missed our first tips for *ISS Pro Evolution*. So, here are three more dishes to turn you into an *ISS* master in no time.

THROUGH-BALL CROSSES

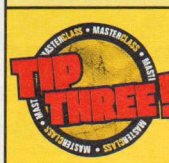
If anything, this one will confuse your opponent no-end as it's such an unconventional attack. As you run down the wings you want to cross the ball, so forget about pressing ●. Nope, instead press ▲ to dink the ball into the box. This through-ball attack only works near the 18 yard line but it's successful more often than not.

DIFFICULTY RATING — There's only a small window for passing.

FREEKICKS

Initially one of the the hardest ways to score in the entire game but read on and this killer tactic will become a cinch in no time. If you get the ball about 25-30 yards from the goal aim for the opposite end (away from the keeper's position). Now press ● *just* over halfway on the gauge and pull down on the pad. This will lift the ball up high over the wall and bring it down to nestle right in the top corner of the goal. The perfect repayment for a harsh tackle.

DIFFICULTY RATING — Initially very difficult to pull off,



CORNERS

Taking corners is one of the hardest ways to get a goal so don't worry too much if the keeper makes a blinding save. When you get the ball on the corner push the joypad slightly to move the angle of the kick closer to the centre spot. Now press ● until the gauge gets 60% along the possession line. As the ball is dropping down push your striker towards it and press ● again. This should send the ball flying into the back of the net.

DIFFICULTY RATING — Push a… for gr…

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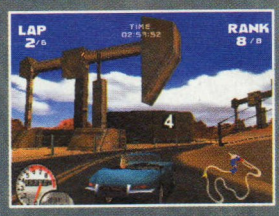
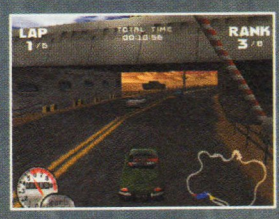


"You cannot help but appreciate the stupendous handling of the cars as you thrash them about"
PLAY



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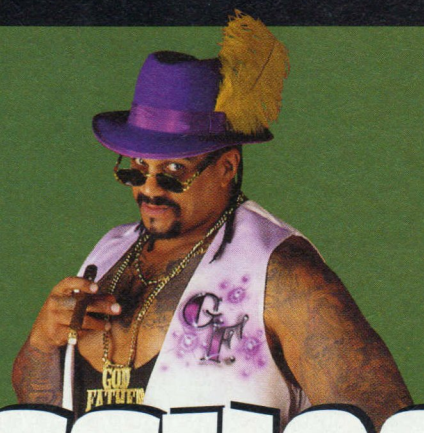

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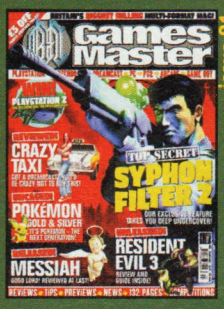

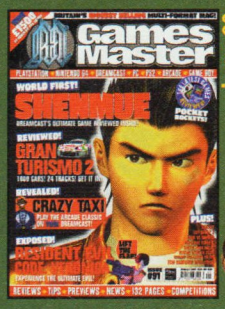

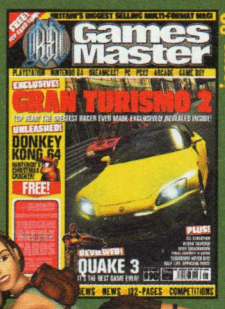

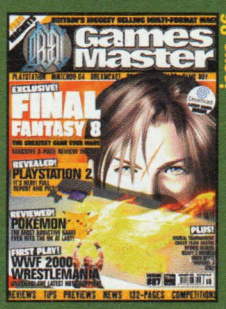

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GAME ART EXHIBITION

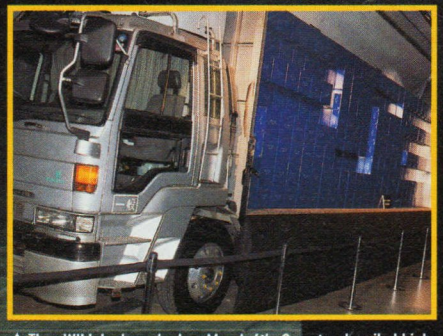
RIDGE RACER V

Games Master

#35 RIDGE RACER 5

PLAYSTA

▼ There, lurking at every turn were the gorgeous PS2 girls, always quick with a smile, a wink and game-busting tip.



▲ They WILL be launched on March 4th. Sony trucks piled high with PS2's show that the Sony war machine is ready to rumble.

ATION 2

THE FUTURE IS HERE!

By the time you read this PlayStation 2 will be out in Japan. But before its March 4th launch date came its exclusive unveiling at Sony's PlayStation Festival 2000. The GM team were there to bring you this exclusive report!

There are certain times when you just had to be there. Like Jesus' birth, or England storming the '66 World Cup final. Or Sony's PlayStation 2 Expo in Tokyo (Feb 18th to 21st). After wowing us with the first graphics demos early last year, unveiling the hardware at the Tokyo Game Show five months ago, and keeping the rumour mill ticking over for all the dates in between, this was the moment of truth – now we get to play PlayStation 2. Rejoice, the future is finally here!

The PlayStation 2 Expo 2000 was a Sony exclusive show organised because the next Tokyo Game Show (traditionally the place where the Far East bears its wares for the first time) was set for March the 29th – inconveniently 25 days after Sony's March 4th PS2 Japanese Launch date. Tsk.

So Sony hastily set up its own show (echoing fellow go-it-aloners Nintendo who run their own Space World Show rather than share Makuhari Messe floorspace with any rivals). Inside the vast hanger-like hall nine was the world's first opportunity to play the PS2's launch games, some 'coming-soon' hits, get a glimpse of upcoming titles and generally soak up the excitement that convinced all those who attended that PlayStation 2 WILL CONQUER THE WORLD!! Oh yes indeed.

At one end a huge stage featured presentations and demonstrations, flanked by two trucks laden with PlayStation 2's soon-to-be-distinctive electric blue boxes – the implication being that they're loaded up and ready to rumble come March 4th. The rest of the floor space was taken up with 16 circular stands, the majority exhibiting a single game on their 20+ PS2's.

At the entrance to the hall were a mini cinema stand showing The Matrix on PS2 (with on the hour demos of the disc's famous DVD extras) – thereby stuffing any speculation that PS2 wasn't up to the job. On the opposite side to the entrance sat a set of display cases housing the PS2 box and in-pack hardware, a selection of AV leads (S-Video, SCART, Composite, etc), and add-ons (Multitap and stands). Finally, dotted around the hall were glass cases showing off the hardware in various poses and occasional towers of PS2 boxes reaching up to the balcony level.

Worthy of mention is the fact that while we did spot the occasional crash (with the PS2 magically starting up and reloading the game without any external prompting) we didn't see a single broken machine or TV – quite something considering the vast numbers (500+) on display. And to make sure PS2 looked its best every TV was a 28" Sony Vega (ie, the best TV in the world), each connected to their PS2 via their digital AV input and a hitherto unseen AV lead, the TV input socket looking a mirror image of the PS2's output socket. The picture quality was PC monitor crisp, with 90% of the games playing in genuine 16:9 mode, the other standard 4:3 games 'popped out' to fill the wide screens. Looks like you might need a new Sony TV too. PlayStation 2 *will* conquer the world but it looks like it's going to take all its Sony mates with it – think of them as liggers.

▲ And even the games are ready too! This display case showed hundreds of games cases ready to go.

◀ Mounted on its side (with the optional vertical stand) it's certainly a formidable beast.

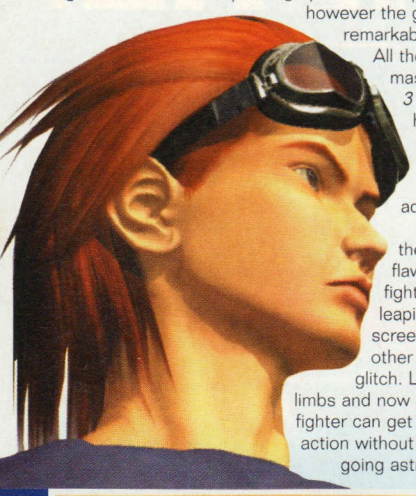
▼ A panoramic view of the PlayStation Expo 2000 showing the vast exhibition hall packed with games and gamers.

THE GAMES

TEKKEN TAG TOURNAMENT — NAMCO

Inexplicably moved from the PS2 launch date back to March 30th, this update of the arcade game that is itself an update of *Tekken 3* was looking remarkably complete despite claims that it was only 30% done.

The power of the PS2 has enabled Namco to incorporate all the moves and animations of the arcade game but with far superior graphics. Gameplay wise however the game is remarkably unchanged. All the skills you mastered in *Tekken 3* can be applied here with only the Tag-Team element requiring additional mastery. Graphically the game is flawless, with the fighters nimbly leaping around the screen and each other with nary a glitch. Limbs interlock limbs and now even a third fighter can get involved in the action without a single polygon going astray.

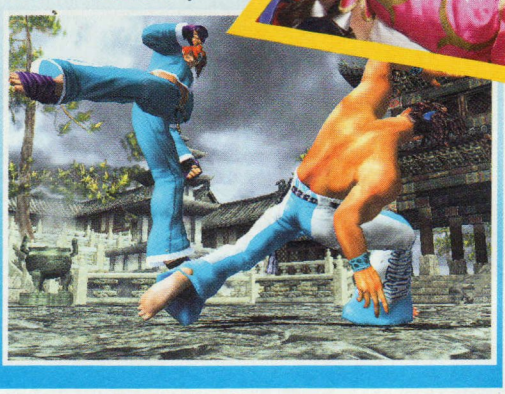


Paul sidesteps Jin and soon has him tumbling floor-wards. The graphics will have your eye's out on stalks!

And despite all the action the PS2 still isn't being stretched, so Namco have included twenty or so background characters to use up some of that wasted power. In one stage (a schoolyard affair) bystanders cheer on the fighters, simply wander past and even Kuma the panda can be spotted strolling by. In another (a chemical plant) guards patrol walkways behind, above and *below* the action. And in a third stage (a tibetan temple) around 30 martial arts pupils practice their moves on the next tier up!

Unfortunately the speculation that *TTT* would use the Dual Shock proved to be false with the familiar four buttons-four limbs system in place. Only the new tag feature, where players can be quickly swapped with a team mate waiting just out of shot, injected any new gameplay (and even that will be familiar to those familiar with the arcade version).

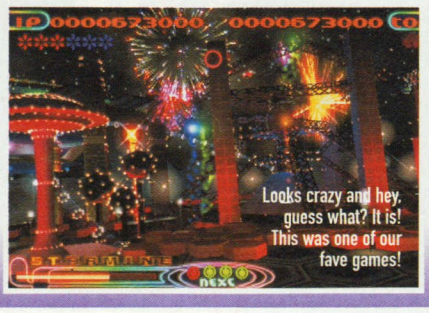
Interestingly, despite being completely 3D in construction the fighters' arena seemed to be separate from the background – as in *Tekken 3* – giving rise to some strange perspective warping effects as the two moved slightly out of synch. A glitch due to the early version or a problem caused by the complexity of the game, we shall find out shortly.



FANTAVISION — SCE

Game of the show? Surprisingly, very nearly. This amazing game of chaining and popping fireworks took everyone who played it by surprise. It's a kind of *Puzzle Bobble* crossed with *Missile Command* with great skill required to select a whole screenful of 'oranges' before the first fizzles out. Detonate a cluster and the resultant explosions and chain reactions are amazing with the camera circling high above a 3D city as the fireworks are fired off.

It really was the talk of the show and a UK release is certain, with some rumours suggesting that it may even be the UK's in-pack game (puzzle games have a notoriously hard time over here with us fighting & driving crazy Brits). Either way it's a real PS2 highlight.



Looks crazy and hey, guess what? It is! This was one of our fave games!

A-TRAIN 6 — ARTDINK

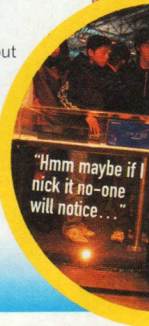
Not a simulation of everyone's favourite A road, the A6 but a simulation of a Japanese city's *rail* network instead. Oh...

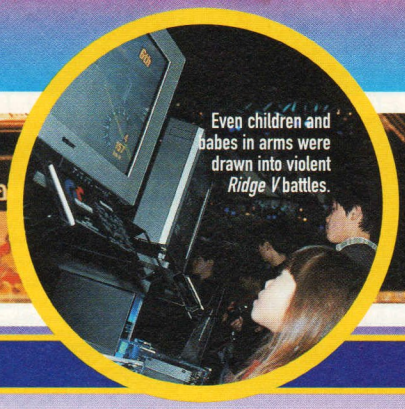
Yup, this is the latest in the popular Japanese '*Sim City* with trains' sim – albeit the most lavish and 3D-tastic one yet. As in the popular Sim and Theme games you set off with a huge area of empty land and proceed to build houses, factories, roads, powerstations, playgrounds, and – most importantly – trains and tracks until you have a sprawling metropolis to rival downtown Tokyo itself.

Cursor movement and item selection were taken care of by the D-pad and buttons while camera movement was acheived using the analogue sticks, the left rotating the camera, the right zooming it in.

The PS2's capabilities were well demonstrated by its ability to zoom right out of the city until it was a splat on the landscape then zoom down to street level with cars passing over the camera!

While the menu system and complex resource management elements of the gameplay were beyond us (thanks to it being entirely in Japanese) you can bet that when this gets the UK treatment, as it surely must, it'll be the ultimate *Sim City* game. That's *another* one to watch out for then.


"Hmm maybe if I nick it no-one will notice..."


Even children and babes in arms were drawn into violent *Ridge V* battles.

GRAN TURISMO 2000

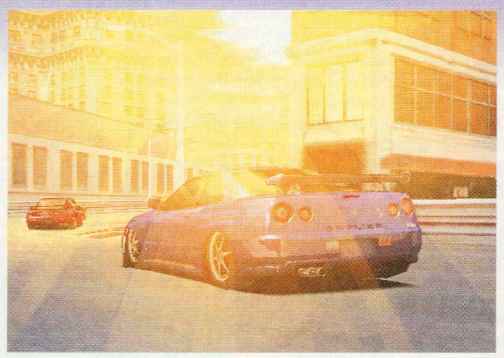
SCE

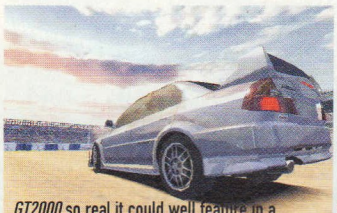
According to *GT* mastermind Kazunuori Yamauchi, this was only 20% complete! Added to which only one track and one car (the Mitsubishi Evo) were available but still queues snaked away from every available console.

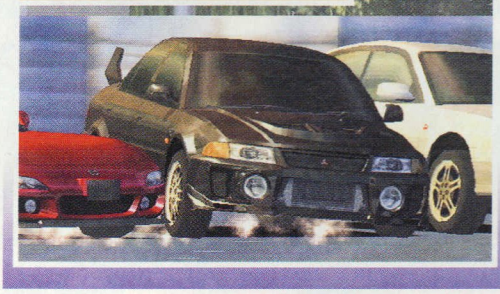
And quite right, this is the most realistic racing game we've ever played. The shiny cars of the previous demo now have more realistic reflections and the dubious sun-blinding, lens-flaring light effect of the Tokyo Game Show version is now indistinguishable from real life.

A new effect was on display this time too – heat haze, with the distant replay cars being obscured by a realistic blurring of swirling hot air. As they approached they sharpened before snapping into perfect focus as they thundered by. This effect does still need some work however, being a little too pronounced at present.

Kazunuori informed us that *GT2000* would have fewer cars and tracks than *GT2*, with an emphasis on quality as opposed to quantity, some of his favourite tracks from *GT2* returning in photo-realistic PS2 form. Likewise he has plans to include cars absent from *GT2* due to licensing wrangles such as Lamborghini and Ferrari. Fingers crossed.

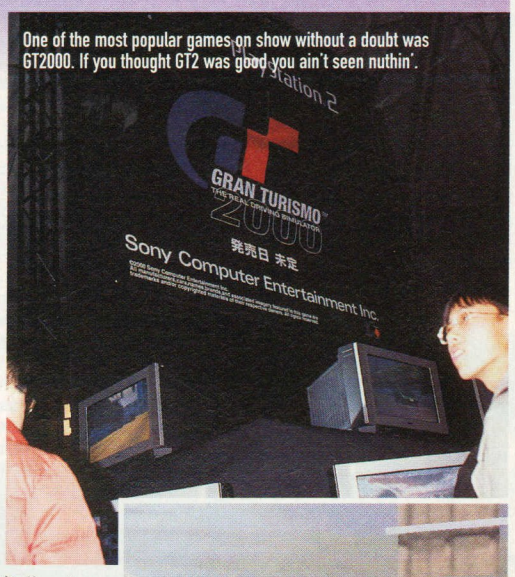



GT2000 so real it could well feature in a RoadRunner Cartoon picture/reality gag.



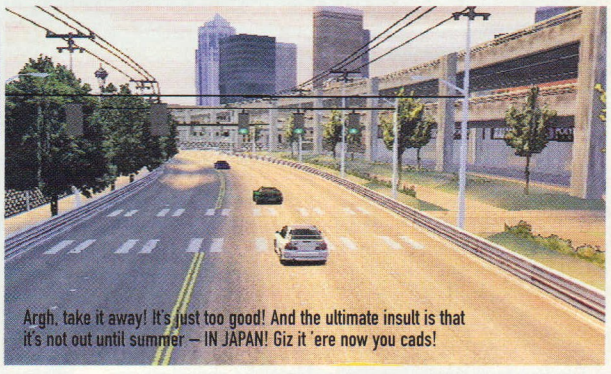
Handling was amazing. Corners loomed up from the distance causing you to stamp the brake, pitch the car into the apex and *feel* as you lost grip and side-swiped into the barrier. Likewise sudden movements of the analogue stick produced an unsteady bob and weave and a loss of traction as the car's weight skittered from wheel to wheel.

At an exclusive press conference Kazunuori told us that *GT2000*'s car handling was now 'perfect' and that there was nothing more he could do. His remaining efforts would concentrate on improving the graphics. "The game will be five times better than is currently being shown," he claimed. How will the improvements be made we wondered? With more polygons on screen or other techniques? "Some of both," he answered. "You're currently looking at 2,000,000 polygons, the game engine has the capacity to move 10,000,000." And yet, as Kazunuori-san spoke, putting a car through its paces up close to a replay camera, it appeared not like a brilliantly rendered car but genuinely *like a photograph* of a car when parked up. Only imperceptible imperfections in a moving car's reflection mapping gave away the fact that it wasn't real. And it gets five times better than this before launch? Sweet Jesus...



One of the most popular games on show without a doubt was GT2000. If you thought GT2 was good you ain't seen nuthin'.

► No, not a render or part of an intro sequence but a real life in-game screenshot. Look, just get used to it okay?


Argh, take it away! It's just too good! And the ultimate insult is that it's not out until summer – IN JAPAN! Giz it 'ere now you cads!

BE ON EDGE

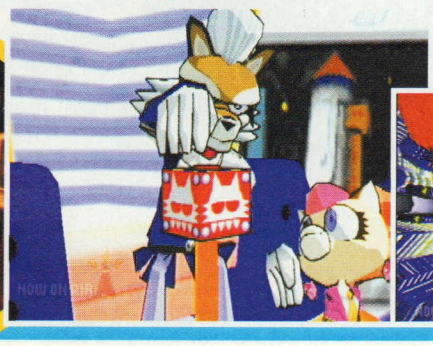
SCE

A working title given to a bizarre *PaRappa*-style game featuring the exploits of a 3D cartoon lion.

Rather than follow the steps or button pushes dictated by the game *Be On Edge* has you creating your own grooves on the fly, hitting buttons to fire off drum and bassy samples of one, two, three, four beats in length. These samples appear as blocks of different length that jump into a moving frame. Anything goes, so long as you mix up your samples a lot (a 'score' bar keeps track of your performance so there's no just hitting the four-beat chunk over and over again) and the loops fit into four bar frames and thus sound 'in time'. The result is you create your own d&b jams, cutting up the sound as you please. Fill a four bar frame successfully (hitting the buttons on time – ie as each different length sample finishes) and the track continues with different samples.

All the while a bizarre real-time rendered cartoon plays out on screen, featuring our lion hero getting into bizarre scrapes, from car chases to fight sequences. And as the bar-long sample is retriggered at different points so the corresponding bar-long video is replayed, creating a cool scratch video perfectly in time to your musical button pushes. Get the track through to its end and a trickier track appears.

► Drop different length samples into the moving frame at the bottom of the screen. The snappier your efforts the further into the tune you get!



▼ While the weird 3D cartoon graphics were easily enjoyable the make-it-up-yourself gameplay was a bit of a brain buster.

DRUMMANIA

KONAMI

The drumming variation on the amazingly popular (in Japan at any rate) *Beatmania* series.

As you would expect this time, rather than scratching a turntable (*Beatmania*), or dancing about on a button-laden groove matt (*Dance Dance Revolution*), you hit drum pads in time to the descending beats on screen.

Amazingly the game comes complete with a huge drum unit, featuring three tom pads and two cymbal pads, an X-stand to support the thing, a bass drum pedal and even a pair of sticks! Oh, and you get the game disc too.

As you would expect, to play it is completely indistinguishable from its full-size arcade counter part, though the rather limp little bass drum pad was prone to slipping out from under your foot without you noticing. It's also stunningly difficult on anything but the easier tracks – unless of course you practice or are a professional drummer.

While not taxing the PS2's power whatsoever (the graphics are just as chunky and basic as in the arcades) this perfect arcade smash conversion won't do PS2 any harm at all.

THE GAMES ...CONT

DRIVING EMOTION TYPE-S — SQUARE

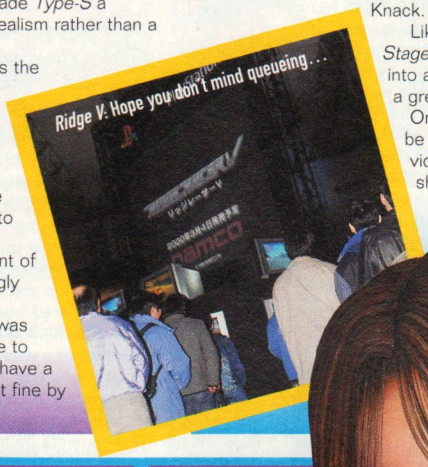
What with *GT2000* and *Ridge Racer V* you'd be forgiven for thinking that the PS2 doesn't need another racer. Well *Type-S* is here to prove you wrong by attacking the task from a strangely different angle...

The theme here is realism. Super realism. First of all a *GT*-style line up of real world cars is on offer (including BMWs, Ferraris and assorted Japanese supercars). Second of all the tracks don't appear to be (in this early version at least) *GT* or *Ridge*-styled fantasy tracks full of waterfalls, mountain passes, tunnels and cityscapes. No, if anything *Type-S*'s tracks are rather, erm, dull... The game looks like a wet weekend at Brands Hatch. You know how TOCA looks a bit dull? Same here. And yet it is to be commended for looking supremely *real*. A light blurring effect is applied to the visuals removing the gritty super-real computer graphic look of *Ridge Racer V* and to a lesser extent *GT2000*. Colours and details appeared more muted and natural and the animation smoother and less game-like.

The ultimate nod to realism came from the internal view, showing the steering wheel, driver's hands, dashboard and – get this – the reflection of the driver and cabin on the inside of the windscreen! It's subtle touches like this that made *Type-S* a leader in the realms of graphical realism rather than a *GT2000* wannabe.

The one bugbear at present is the cars' handling, with most players zig-zagging down the track compensating and then over-compensating for the strangely taut yet delayed steering. Once mastered however it was possible to sense the minute adjustments to steering and power required to sustain a slide and the right amount of opposite lock to keep the seemingly ungainly motors off the barriers.

It was loathed as much as it was liked by show-goers. Certainly one to keep an eye on. *GT2000* doesn't have a clean run of it just yet which is just fine by us. Duke it out lads.



STEPPING SELECTION — JALECO

Not as famous on these shores as Konami's ace *Dance Dance Revolution*, Jaleco's *Stepping Selection* is a superior dancing game, featuring not only six pads to *DDR*'s four but an improved line-up of current songs and video playback of the famous performers on board.

Appropriately enough Steps are in *Stepping Selection* (contributing Love's Got A Hold of My Heart and 5, 6, 7, 8) and Britney Spears pops up too, chipping in Baby One More Time. Other notables include Cyndi Lauper's Girls Just Wanna Have Fun and (bizarrely) early '80s hit My Sharona by The Knack. Huh?

Like *Dance Dance Revolution*, *Stepping Stage* comes complete with a mat which plugs into a joypad port, although this version seemed a great deal sturdier.

Once again, the mighty PS2 didn't seem to be getting much of a workout but the DVD video capabilities were put to good use, showing the music video from the songs while the required steps were animated across the top of the screen.

RIDGE RACER 5 — NAMCO

Just as the original *Ridge Racer* headed up the PlayStation's launch line-up, so *Ridge Racer V* (that's 5) is doing the same for PlayStation 2. This is the real star of the launch games (see list elsewhere) thanks to the unfortunate slippage of *Tekken Tag*. It's stunning and predictable in equal measures. Once again we're invited to enter the strange slightly futuristic world of *Ridge Racer*, where mountainous sky-scrapers lie beside lakes and forests and a winding multi-level flyover or six-lane wide tunnel is never too far away.

The first sight of the game featured a stunning introduction starring new *Ridge Racer* girl Ai Fukami (stop sniggering at the back) strutting her stuff down the centre of the familiar inner-city *Ridge Racer* start straight. While Ridge City FM 76.5Mhz blares the sound of 'Boom Boom Satellites' typically *Ridge* phrases flash up. "A New Beginning." "Jump To The Rhythm." "Control Your Desire." "Push To The Limit." A car approaches Ms Fukami and zips by in a trail of sparks, giving Ai the opportunity to toss her real-time rendered hair in stunningly realistic fashion. She's gorgeous in every sense of the word.

Like *GT2000* we were treated to only one track (a classic *Ridge* city/country amalgam very much in the style of the original *Ridge Racer* track) and car (a typically slinky grey *Ridge* fantasy car). However, we were allowed to choose a time for the race, from Day (with bright sunny lighting effects), Evening (giving rise to some cool sun-blinding effects and a warm orangey glow to the buildings) and Night (featuring bright streetlights casting shadows and sparking reflections along the cars' bodywork).

Handling wise things are still very much *Ridge*, with the car powersliding in typically autopilot on/off fashion. After much experimenting we discovered that there was only one actual corner where a slide was required. Here's hoping other tracks and cars in the finished game require a bit more sideways action.

Other details included a mammoth 14 cars on track at once, absolutely no pop-up whatsoever, smooth independent suspension, with the wheels bobbing in and out of the body work separately and a brilliant 'Race Information' readout, flashing up bottom left featuring Pac Man characters. When you're chasing cars in front it shows them a power-pilled ghosts with you as a Pac Man closing the time gap. When you're leading they appear as ghosts chasing your Pac Man. Cool.

Without doubt this was the most popular game of the show.

▶ If you prefer your racing a little more arcadey then *Ridge Racer V* is the game for you.

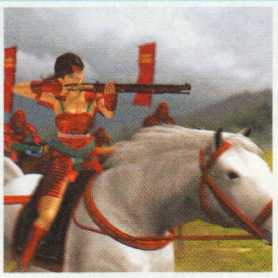
▼ With its mix of cityscape and sudden bursts of beautiful countryside this could only be a *Ridge Racer* track. Namco have once again delivered the goods.

One of the PS2 lovelies dishes out guidance to the crazy Fantavision.

KESSEN — KOEI

A sumptuous-looking although disappointingly non-interactive war game with a decidedly Japanese look and feel. While the rendered intro and real-time rendered battle sequences show scenes of ancient Samurai-style swordsmen suffering hideous bloodshed, hundreds of troops being sacrificed to probing impenetrable lines of cannon fire and jaw-dropping person-to-person combat on a battlefield-wide scale, the reality of playing *Kessen* involved little more than *Command & Conquer*-style troop manoevering.

The nitty gritty of the combat, where the shaded block you moved in to attack your opponent's shaded block actually consists of hundreds of armoured



horsemen, is actually handled by the game engine. Upon contact with the enemy a close up view is adopted showing your troops charging and (invariably) copping it in the chest.

While impressive it's debatable whether this will get a UK release.

Ø STORY — ENIX

The 'Ø' means 'Love'. Which makes this 'Love Story'. More like 'Perv Story' if you ask us...

Yes it's one of those inevitable yes-make-sure-the-Japanese-schoolgirl-mmm-is-wearing-the-right-socks-yes games, albeit one with superb DVD live action video.

Down at the bottom right of the screen, a bow and arrow allows you to fire cupid-style arrows up at the person on the screen. By pumping a character full of the things you can make them come over all emotional and thus direct the course of the action as they get a bit, well, there's no hiding it... horny.

All harmless (and simplistic fun) you'd wager, but the scene

we played which involved a devious record producer spiking our heroine's drink and cajoling her into unbuttoning her top had us fleeing in disgust.

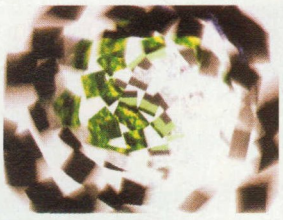
Amusingly, rather than censor the game for a UK release they'll just not release it. Phew.

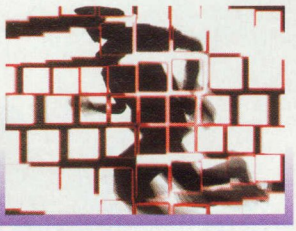
IQ REMIX — SCE

Hmm, very nice, but why bother really? This PS2 remake (rather than update) of Sony Japanese spooky and rather ace puzzle game (known in these parts as *Kurushi*) didn't seem to push any more thrill buttons than its neat (but ignored) *Kurushi 2* predecessor.

A two-player game was on board (as per *Kurushi 2*) and some subtle new gameplay innovations (perhaps ruining the *Tetris*-like purity of the original, we feel) do not make a new game.

Seems that most of the PS2's power was being used to run a scratchy electro-style video in the background and casting a heavy spaced-out blur effect over the on screen action. Very nice but, err... yes, next please.





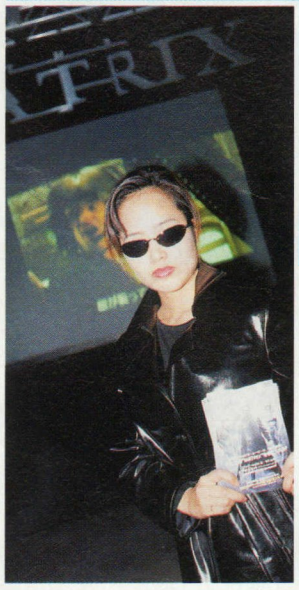
STREET FIGHTER EX3 — CAPCOM

A PS2 exclusive third in Capcom's 3D *Street Fighter* series. Don't mind if we do...

While comparisons with previous *SF*s are obvious – this features many of the classic *SF* characters and those old favourite quarter-turn-towards special moves – it's a stunning 3D fighter that may give *Tekken Tag Tournament* a run for its money.

Most excitingly the game features a tag-team option. Shades of *Tekken Tag* you may think, but this tag team is a genuine four-player fight, with four human fighters (or any mix of CPU opponents) all battling on the same basic but gorgeous 3D background.

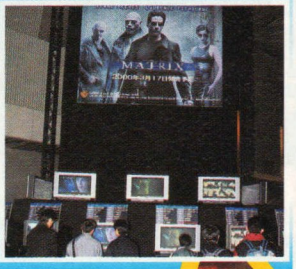
THE MATRIX — WARNER HOME VIDEO



Not a game at all (phooey...) but rather just the PS2 playing the DVD release of Keanu Reeves saviour, The Matrix.

This was a hot property in Japan at the time of the show having only just been released (and then only in super-costly 'Special Edition' format). Thus the Bullet Time Featurettes, Chase the White Rabbit and Blue Pill/Red Pill games on the DVD knocked show-goers socks off, many taking a seat at the mini cinema to watch the whole movie, while us crazy westerners couldn't work out what the fuss was about having owned the DVD for the last six months and watched the movie ages ago.

◀Wait a minute aren't you... oh you're just handing out leaflets. Certainly had me going for a minute there. Oh yes.



AND ALSO...

Of course no Japanese launch line up would be complete without two Shougi chess games and two Mah Jong games, and in this sense PlayStation 2 certainly doesn't disappoint.

Yup, everyone's favourite Japanese board games were more than ably covered by the incredibly lacklustre *Kakinoki Shougi IV* (we much preferred *Kakinoki Shougi III*...) from ASCII and the practically identical *Morita Shougi* from Yuki Enterprises. Yucky by name... This curious mix of draughts and chess is – once more, we feel – totally unreleasable in the UK.

There's also Konami's *Mahjong Yarouze 2* and Koei's *Mahjong Taikai III* Millennium League to choose from. Perhaps this time, eh? Eh?

And the rest!

Eternal Ring
From Software
More plodding, this time from a first-person view, a limp arm extending into view and prodding a sword when buttons are hit. Hmm...

The demo featured a battle with a screen-filling nasty (neat looking but poorly animated) in an enclosed medieval area. Once defeated (via a combination of sword swipes and primitive fire projectile attacks) a choice of two portals appear, one leading to a disappointing dungeon with occasional pockets of spooky looking baddies, the other leading outside for combat with more zombie-like and winged assailants out for your blood.

Nice enough looking but repetitive even in this basic demo.

Gekikukan Pro Baseball: At The End Of The Century
Square
The greatest crime with this game is that it almost certainly won't be getting a UK release due to it's ball and stick subject matter. Bum.

This is currently the most realistic sports game in the world. The animation of the players is incredible. Sure, at present there are some slight jerks as different routines kick in but with final tweaks we're sure that these will disappear.

The players high-five each other, run, jump, throw, bat, catch and slide into home like you're watching a real game. It's a bit spooky to watch actually. Brr...

Doukyu Billiards Master 2
Ask
A basic but graphically ace pool game – the most exciting feature of which was implementation of the Dual Shock 2's pressure-sensitive buttons.

The analogue sticks were used to move the camera around and to position the cue, giving rise to some super-smooth table-flinging graphics. The real excitement came with the setting of the shot strength however. Banging the button down hard caused a shot-strength indicator to leap up towards maximum. Pressing another button caused the shot to be made at that strength. Tapping it softly produced a lower reading. Interestingly the strength only appeared to be read on the first tap, with subsequent squeezing having no effect on the readout. Coupled with the fact that a further button press was required to actually make the shot meant that you might as well have set the power with the D-pad – and had a lot more control over the result too. Still it's a step in the right direction.

American Arcade
Astroll
Here's a weird one. A mixture of pool and pinball – with a 50's American setting.

While the pool element was perfectly fine it lacked the polish and sheen of Ask's

And these too!

Billiards Master 2 and – inexplicably – the three pintables on board were basic 1950's models with just a few cheesy features apiece. Not great then...

Snowboard Super Cross
EA
One question – why? Why was this tawdry heap of tat allowed to spoil Sony's otherwise superb show?

Standing out like a sore thumb – and tucked away at the back of the hall – was this snowboarding game from Electronic Arts. To say it 'needed some work' is doing it the greatest of favours. While the queues at *Ridge V* and *Tekken* remained a constant throng throughout the show *SSC*'s fans had dwindled to zero within hours.

First of all there was the sub-PlayStation frame rate – what are we talking here? 16 or 20fps tops. Secondly was the uninspiring, though hi-res, graphics and track design. And finally there was the seemingly total lack of interaction between the joypad and the on-screen action. This was woolly, fudgey and totally unconvincing.

And, as a hilariously pathetic nod to PS2's power, stunts were accompanied with lavish firework effects – so that's where the frames, graphic detail and handling went. Believe us, fellas, this game doesn't need any fireworks in it to make it better... And Namco privately apologised for not showing *GP500* as they didn't feel it was ready to be viewed. What was going on at Sony and EA to allow this foul guff to nearly stink out the show is beyond us.

Jikkyou World Soccer
Konami
Yes! It's Konami's PS2 football game! *ISS* on PS2! Well not exactly...

Jikkyou is by the team that previously worked on the N64 version of *ISS*, a fine, but rather different implementation of the *ISS* masterpiece to the one you may be used to if you've played *ISS Pro '98* and *Evolution*.

And when this new team is combined with a radically new games machine the result is a football game that bears no relation to the *ISS* we know and love so dearly.

While featuring sharp and smooth graphics, the controls suffered from a familiar time lag as the players completed animation cycles before responding to your button pushes. It was like *FIFA '97* all over again. And as each animation finished (running, throwing, turning, etc) the player jerked into the next one in an unconvincing manner.

Only the great player likenesses – Ronaldo being easily recognisable in the Japan Versus Brazil match featured on the demo – saved the day.

The good news is that the *ISS Evolution* team are currently working on the 'proper' PS2 conversion of the beautiful game so its to be hoped that this half-hearted early attempt doesn't see British shores.

Powerful Baseball 7
Konami
While using a fair quota of the power of PS2 for the 3D graphics and smooth panning camera motions it has to be said that this series hasn't changed looks wise since the SNES.

Next to Square's *Gekikukan* this looked more than a little basic but the power of the brand will almost certainly push it higher in the charts. Like Square's effort, don't hold your breath for a UK release.

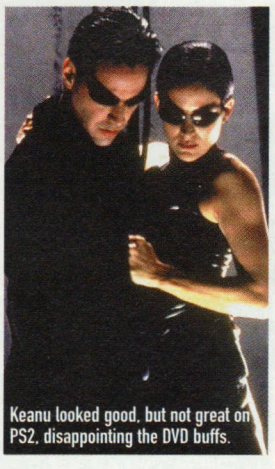
THE HARDWARE

DVD VIEW

One of the most talked about features of PS2 is its ability to play DVD movies. So how does it fare against other dedicated hardware competition? Answer: Not good.

It appears the PS2's DVD playback is 'decoded' in software, that is to say rather than having a proper chip on board it uses a program run by the PS2's processor to turn the ones and noughts on the digital disc into crispy DVD movie images. This same method is used by many top-notch PCs equipped with DVD-ROM drives to allow users to watch movies on their PCs. The downside is that the quality usually isn't as good as a proper under-the-telly player. While this doesn't matter on your PC (where DVD playback is a 'bonus' feature) on PS2 its vitally important if Sony are to shift as many PS2s as they plan.

At first glance the playback of The Matrix on show looked fine, but upon further examination traces of blocking around the eyes and hairline of the characters and wishy-washyness around the fine details of the background were apparent. Worst of all was the videogame-like jagged edges to some black shapes, such as Keanu's sunglasses and the baddie's razor-sharp suits.


Keanu looked good, but not great on PS2, disappointing the DVD buffs.

While better than VHS and no worse than PC quality its certainly not up to the standard of Sony's cheapest hardware.

DUAL SHOCK 2

What with all the excitement of PS2 its easy to forget about Dual Shock 2, the brand new PlayStation joypad that comes packaged with PS2.

So what's it like then? Well, it's black and its identical to a standard Dual Shock pad really. There was some debate as to whether the sticks were a little stiffer and the rubber tips a little stickier but that may be because they were brand new.

The only genuinely new feature is the pressure sensitive buttons with all eight buttons now wired up to convey 256 different degrees of pressure to your PS2. Although only ONE of the games on show used the feature (*Doukyu Billiards Master 2*) it is promised that more upcoming titles will get involved, not least of which is *Gran Turismo 2000*.

Kazunuori Yamauchi, *GT2000*'s producer, told us that the finished *GT2000* would allow you to drive by pressing down on the already depressed button harder – the more you press the faster you go. Likewise for the brakes.

Is it the dawn of a new era for games control or just one more thing to worry about while your getting your ass whupped depends on how future games programmers decide to use its trickery. Though of course you can always use your old Dual Shocks (or any other PS paddage) with the PS2 if it all gets a bit much for you.

▲ Just look at all those goodies in the box. You even get one of the new 8Mb memory cards and a new Dual Shock 2 controller.

MEMORY CARD

It looks like a normal memory card but what's that writing on it? 8Mb y'say? And what's that Magic Gate stuff about?

Yes, the new black PS2 memory cards are indeed eight times bigger than the old grey version. The rate of data transfer is four times quicker too thanks to the Magic Gate system which is used on Sony's Memory Sticks, data cards used in their digital cameras and the like. And the good news is that – in Japan at least – you get one in the box with your new PS2!

However, it's not all good news as it appears that the card is used to store the DVD decoding program required to play DVD movies. How much of the 8Mb is free once this is on board is anyone's guess at present.

PS2 comes with a Utilities Disc which contains the DVD player software. The card and disc are inserted when you first get your machine and the program is written to the card. You can now bin the disc, simply making sure the card is in the slot when you put your DVD movie in or it won't be able to play.

It's a bit of a clumsy system but it does mean that as new, better decoding software is written it can be distributed on CD (or in future, on the Net) and downloaded to yer card rather than having to recall the machines and replace a fiddly chip.

► Yup, it plays all these different types of disc.

ADD-ONS

First of all there's the new PS2 Multitap which plugs into both the memory card slot and joypad port one. So it looks iffy as to whether you'll be able to use your old one. Next come the stands. The vertical stand is useful enough, keeping your PS2 steady should you decide to mount it vertically (and you will, won't you?). The horizontal stand merely adds a purple triangle to the front. Hmm.

The Dual Shock 2 is available separately should you want to get a set in for multi-player games and the 8Mb card is ready to rumble too. Finally there's a bagload of AV cables.

Hardware	Price (Yen)	Price (Pound Sterling)
PlayStation 2	¥39,800	£230
Analog controller (Dual Shock 2) (SCPH-10010)	¥3,500	£20
PS2 Memory Card (8MB) (SCPH-11020)	¥3,500	£20
AV Cable (integrated audio/video) (SCPH-10030)	¥1,000	£6
Vertical Stand (SCPH-10040)	¥1,500	£9
AC Power Code (SCPH-10050)	¥400	£2
S-Video Cable (SCPH-10060)	¥3,000	£17
RFU Adapter (SCPH-10070)	¥2,500	£14
AV Adapter (SCPH-10080)	¥1,200	£7
PS2 Multitap (SCPH-10090)	¥3,600	£21
PS2 Component AV Cable	¥2,500	£14
PS2 Horizontal Stand (SCPH-10110)	¥1,000	£6
PS2 AV Multi Cable (SCPH-10120)	To be decided	To be decided

*UK prices included only as a guide. Expect the usual upward hike eh?

THE START-UP SCREEN

Never has a machine's start-up been as eagerly awaited as this! After the familiar boing-booooooom... schwing! of the original PlayStation what would Sony come up with next?

The answer is a start-up sequence so high-tech and cool it's like it was created in the year 3000 and beamed backwards through time!

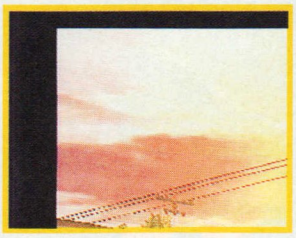
At power-up a black screen appears featuring Sony Computer Entertainment in white and a luscious galaxy star field behind, complete with clouds of nebulaic gas! This is presented with a new high tech (and slightly out of tune) synth chord, packed with bass pressure yet cutting and shimmering all at once. After two seconds the writing disappears and the camera flies *at breathtaking speed* through the nebulae into darkness.

Next seven glowing 'fireflies' appear, spiralling around each other leaving glowing comet-like trails and occasionally joining together to form fatter glowing orbs. Around the flies appear eight octagonal crystal fingers which rotate around the lights, being lit up and casting reflections into the other crystals, the whole lot slowly and smoothly rotating around. These crystals represent the various options for changing the menu language, screen ratio (normal or widescreen) and functions of the CD player etc. It's quite the most beautiful thing EVER!

And while all of this is going on a low, almost sub-sonic rumble is emitted, like a passing rocket in flight! The lasting impression is that you are listening to the most powerful machine ever created!

Finally the browser screen is selectable, showing which cards are in the slots and what kind of disc (CD, DVD, DVD ROM, PS or PS2 disc is in the slot). A click on the Dual Shock and the disc loads – PS2 discs producing a black screen, PS2 logo and a pleasing 'boink' sound before kicking off. It's all truly and deeply wicked.

▼ You'll be looking at this start up for the next five years at least. Cor.



WHAT'S IN THE BOX?

Inside the Japanese box you get a PS2, power lead, composite video lead (to connect it to your telly), manual, utility disc (with the DVD software on it), 8Mb memory card, and a single Dual Shock 2 pad.

We can expect the same bumper pack in the UK, we reckon, although the composite video lead will almost certainly be replaced by an RF (ie, aerial) lead. The good news is that as the memory card is required for DVD playback we'll almost certainly be getting that too. Yipee!

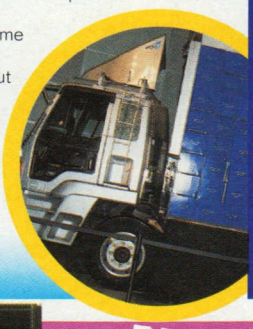
PLAYSTATION, ER, TOO!

And remember, PS2 can also play all your old PlayStation discs! Simply pop them in and you're away in no time!

And, what's more, thanks to the improved video output of the PS2 most PS games appear sharper and feature more pixels on screen than on your original PS! Some games are more pronounced than others – full report next month.

The downside is that some games ARE NOT COMPATIBLE with PS2. But the only PS title which flummoxed PS2 and saw a UK release was *Wing Commander 3*.

◀ Stars like Solid Snake can get on PS2 thanks to its backwards compatibility.



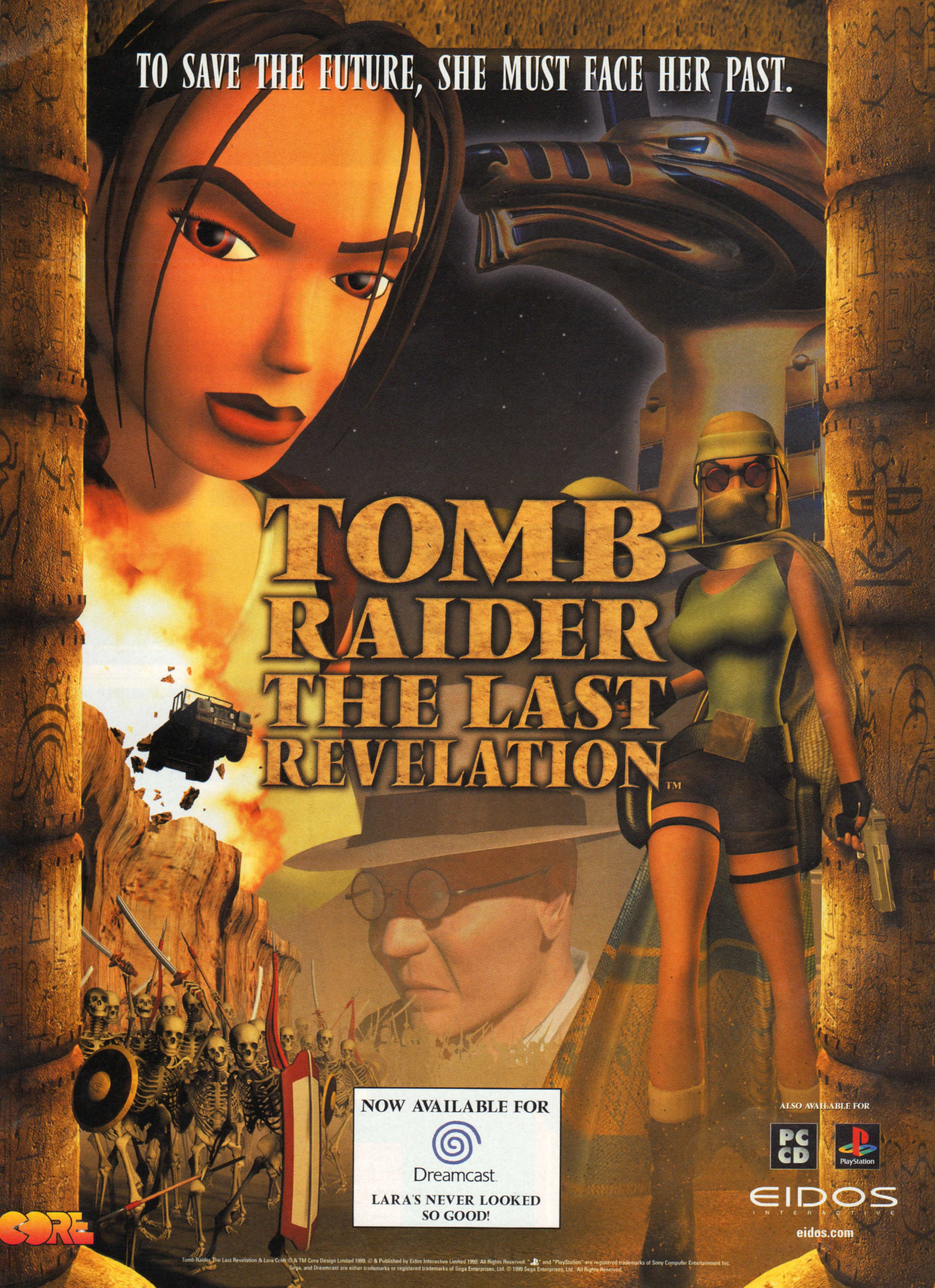
The Japanese Line-up

Here's what the Japanese east were treated to on March 4th:

Ridge Racer V – Namco
Eternal Ring – From Software
Kessen – Koei
Ø Story – Enix
DrumMania – Konami
A-Train 6 – Artdink
Fantavision – Sony
Street Fighter EX3 – Capcom
Morita Shougi – Yuki Enterprise
Kakinoki Shougi – ASCII
Mahjong Taikai III – Koei
Street Mahjong Trance – Sunsoft
Doukyu Billiards 2 – Ask
Stepping Selection – Jaleco

NEXT MONTH

By the time you read this the GM office will be resounding to the PS2 start-up schwing! We'll be reviewing the launch games, previewing the hot, upcoming titles and taking the machine apart (literally!) in our special 16-page PS2 magazine – FREE only with next month's GamesMaster on sale 18th April!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NEW GAME REVIEWS

GAMING ADVISORY
EXPLICIT OPINION

BRITAIN'S MOST EXHAUSTIVE REVIEWING AREA!

Resident Evil Code: Veronica (DC) 78
Ridge Racer 64 (N64) 82
Syphon Filter 2 (PSX) 84
Fear Effect (PSX) 86
Tomb Raider (GBC) 88
Slave Zero (DC) 90
The Sims (PC) 92
Rayman 2 (DC) 96
Micro Maniacs (PSX) 98
Soldier of Fortune (PC) 100
Wild Metal (DC) 102
Castlevania 2 (N64) 103
Star Ixiom (PSX) 104
Zombie Revenge (DC) 106
WWF Smackdown (PSX) 108
ECW Hardcore Revolution (PSX) 110
Dune 2000 (PSX) 112
Tomb Raider (DC) 113
Delta Force 2 (PC) 114
UEFA Championship '99/'00 (PSX) 114
Nox (PC) 114
Micro Machines (GBC) 114
Final Fantasy 8 (PC) 115
ECW Hardcore Revolution (GBC) 115
Cricket 2000 (PSX) 115
Superbike (PSX) 115

RESIDENT EVIL CODE: VERONICA

PACK YOUR BERRETTA AND HERBS, IT'S THE HORRIDAY OF A LIFETIME ON ZOMBIE ISLE!

Dreamcast.

page 78

OUT NOW!
YOUR SHOUT!

p116

CART BOOT SALE
SALE OF THE CENTURY!

p126

G-MAIL
YOUR LETTERS

p128

BATTERY POWERED
TOYZ IN DA HOOD

p118

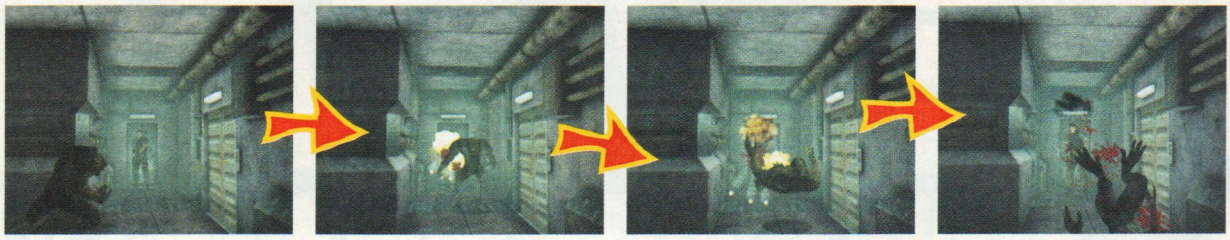
GO APE! THE LATEST ADD-ONS GRIP CHIMPED!: PAGE 121

Dreamcast

Reviewer

Dave Harrison

As Louis Armstrong said when he landed on the moon, "One small step for man. One giant leap for the *Resident Evil* series". Bring on the next generation as this is their time in the limelight – if they can stand it...



RESIDENT EVIL CODE: VERONICA

This is a truly momentous occasion. A whole new *Resident Evil* adventure on a whole new console.

Adios Señor PlayStation, hello happy pappy Dreamcast. As the people who sang the theme tune from Aladdin said 'it's a whole new world', but filled with so many old friends...

CLAIRE DAY

Veronica has Claire Redfield returning to the horror after her wonderful contribution to the effort in *Resident Evil* and fortunately she's got rid that awful sleeveless pink number. Anyway she has left Raccoon to find her brother who is leading the Redfield family offensive on Umbrella. In an opening sequence that is so good you'll weep, we witness Claire breaking into the French HQ of Umbrella. But before she can start snooping about, the guards peg it after her.

She is eventually captured but not without first opening a family size can of whoop ass on a small Umbrella Army.

She is then hauled to the company's island military prison a long way from Europe and it is here that the adventure begins. Three guesses what the indigenous wild life is – that's right, it's the wildlife that originates naturally on the island. And there are zombies there as well!

So the challenge is set, the gauntlet is thrown down, and Claire has to make like a tree and get off the island. But you're in a prison, and they're always awkward to escape from... and therein lies the heat of the game!

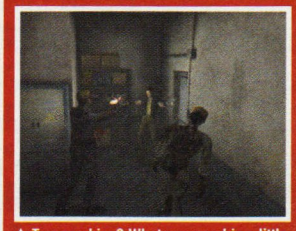
This is Claire's slice of life and so she has the daddy portion of the gameplay, but on her troubled travels she meets fellow prisoner, the whiny voiced, DiCaprio-looking, Steve Burnside. Steve has a few issues he has to deal with, but rather than spanking his inner moppet he channels much of his adolescent angst into filling zombies' faces with lead. You only get to control him for a fleeting five minutes but he's a major player in the cutscenes. The other playable character is old man Chris who makes his way to the island to rescue his sister.

TWIN DISC

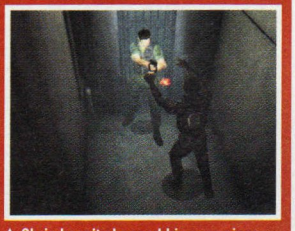
This is a two disc game, but unlike *Res 2* the discs aren't separate

1 KICK ASS!

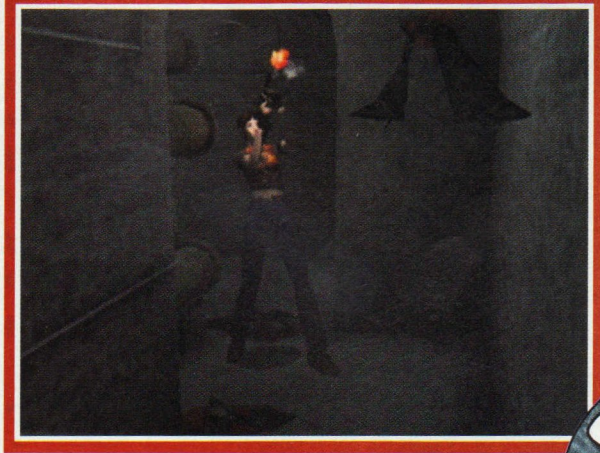
You mess with Claire and you mess with the whole Redfield family... and some bloke called Steve. These three are the thorn in Umbrella's and Alfred Ashford's side. And they're not too popular with the zombies either.



▲ Two zombies? What you need is a little two gun action. Uzis? Don't mind if I do.



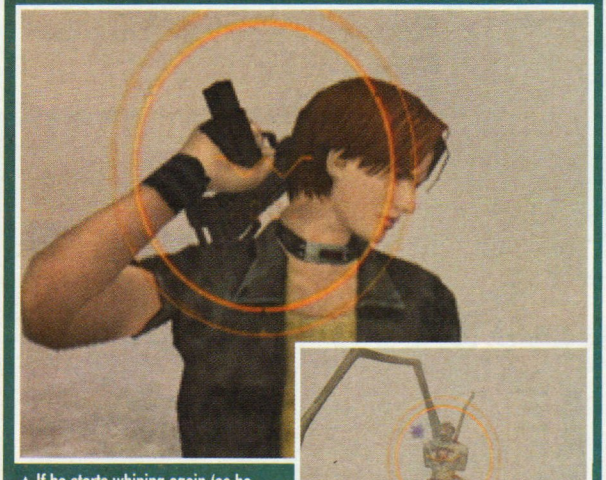
▲ Chris hasn't changed his gear since we last saw him. Pew! Now that's evil.



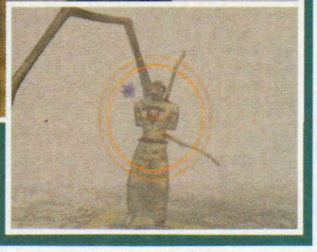
GAMING MASTERPIECE!

2 I SEE YOU!

It's a whole new 3D world with the first-person perspectives now an option. Grab Ashford's sniper rifle to face up to a large blindfolded man with a big arm for a Jaws style confrontation. Smile you son-of-a-bitch!

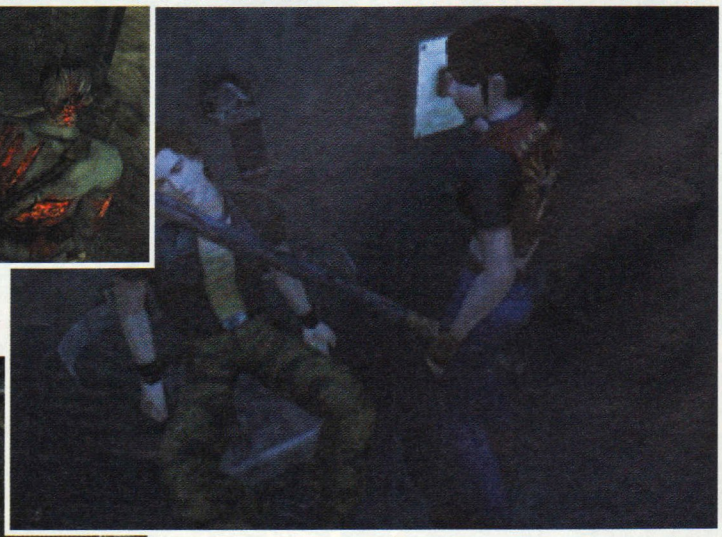


▲ If he starts whining again (as he has throughout the game) he's dead.



► This guy can take you with his arms tied behind his back. He's that hard.

▲ They needed 128-Bits to create this zombie just so he could end up in 128 bits!



▲ Steve helps you out throughout the game, so you might as well return the favour. Perhaps you could go to the shop for him, or something?

◄ Those hunters, they don't like it up 'em captain Mannering.

CODE: VERONICA

▲ Now that is how to land a plane! No trouble getting through customs or owt!

▲ This game has several different bosses that turn up again and again. Jeepers!

◀ This particular boss might be quite pretty but believe me when I say – she never buys a drink.

▼ Not all the spiders are as big as this one – in fact some are bigger.

adventures. The switching between all the characters is determined by the plot developments – when Claire gets in trouble, Chris steps in and vice versa. The trouble with this is that they share the same storage space so you have to be careful who you leave in possession of the guns and the trousers. But the way the gameplay is woven into the plot soon draws you into this new *Resi* world.

The plot is the familiar blend of action and intrigue, but has less to do with conspiracy and plotting. The threat of Umbrella as a huge company has already been established. We know it's big – if it was actually a real Umbrella I reckon it could keep a small country completely dry. So instead *Veronica* has moved away from corporate paranoia and returns to the *Res* series' horror roots, using chaotic and unsettling images to create the tension.

Resident Evil has always been about the physical. The monsters are all products of genetic tampering and mutating viruses. The thrill of playing revolved around the guts, gore and what you saw. The supernatural had little to do with it and owes much of it's bent to sci-fi films. But *Veronica* attempts to create more of disturbing atmosphere by using less tangible and spooky qualities. The embodiment of these qualities

FAMILY AFFAIR

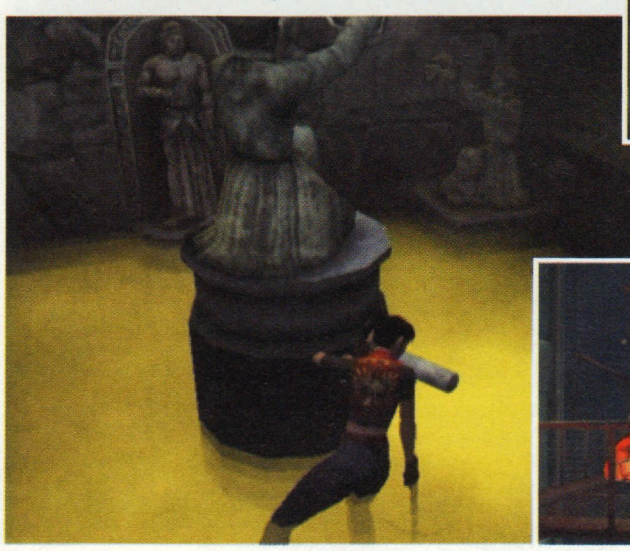
are Alfred Ashford and his creepy sister Alexia. Both are quite obviously one mini Rice Crispies short of a Kellogg's Variety Pack and spend most on-screen time proving that they are more unhinged than a loose door. In short they're mentalists. Probably for tax reasons they have chosen to reside in a huge mansion on the island and is Claire's first port of call after she escapes from prison. This traditional haunted house setting is a contrast to the urban and techno areas of *Res 2* and *3* and its dusty clutter hides clues to the Ashford's warped upbringing.

Within their creepy bedrooms and secret playrooms *Veronica* uses childhood imagery in very similar way to *Silent Hill*. Music boxes and carousels, innocent on their own, take on a much more sinister appearance given the surroundings while the chills have a more ethereal form – especially as Alexia develops. Rather than zombie films, it owes more to Hitchcock's Psycho in parts.

PSYCHO DRAMA

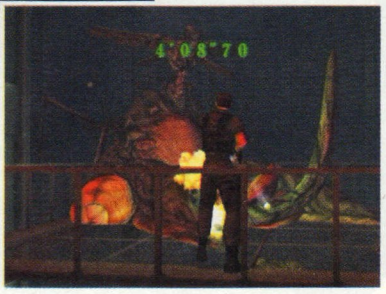
The *Silent Hill* vibe continues towards the conclusion of the game when you end up in a mansion that looks suspiciously like the one from the first *Res Evil*, with doors leading to

▼ The problem with *Code: Veronica*, as with all *Resi* games, is that the whole thing is really dark. So while these shots may look a bit gloomy the game is truly awesome to look at. The way the environment and light swirls around the action is amazing.



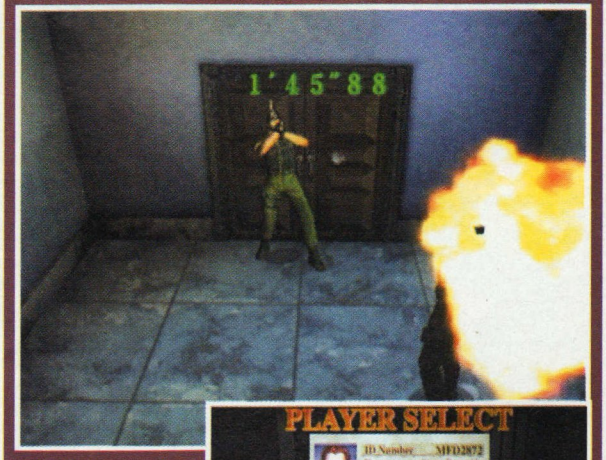
▲ Bickedy bam! Another zombies hits the floor.

▼ The baddies just get weirder and weirder.



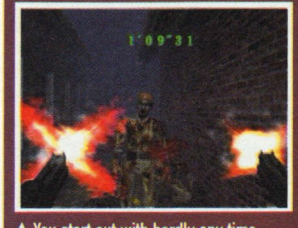
3 BATTLE MODE!

Finish the game with style and panache and you'll get this charming extra game as an added bonus. It's similar to the Mercenary sub-game in *Resident Evil 3* but this time you get to play it from an amazing first-person perspective. This is the game *Resident Evil: Survivor* wishes it was. You can go head-to-head with the zombies and mini-Tyrants with either Steve's double uzi action or perhaps Chris' infinite ammo magnum. Sweet.



▲ The third-person view is far easier to play as the action is more familiar, but the first-person is much more fun.

▲ There are several puzzles throughout the game that you have to solve to get certain characters. You have to find the golden pistols to get to play as Steve.



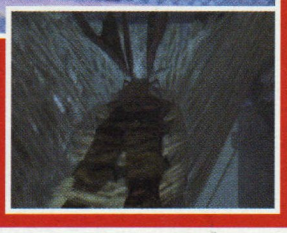
▲ You start out with hardly any time, and have to keep the clock going by killing zombies. They will die...

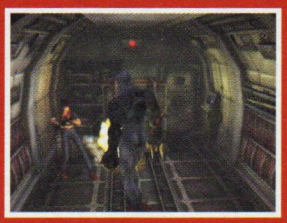
▲ Make sure you get Ashford's sniper rifle as you can kill the boss with it and also get the first-person view.

PLAYABLE PEOPLE: 3
DISCS: 2
BOSSES: 5
ZOMBIES: 2 (ONLY JOKING)
LOCATIONS: 2
3: IF YOU INCLUDE FRANCE

4 DON'T FANCY YOURS MUCH!

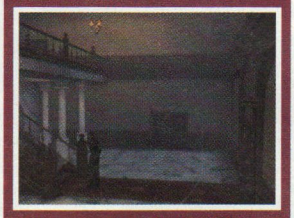
Capcom just keep scrapping the depth of their warped minds for the ugliest of uglies. There's no rest for the wicked and there sure ain't no rest for the evil either.



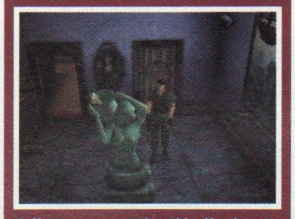


5 HEY!

Now that looks a bit familiar. It's all gone a bit *Resident Evil 1*-ish. But how come the mansion has suddenly turned up in the middle of Antarctica. Isn't it a wonder...

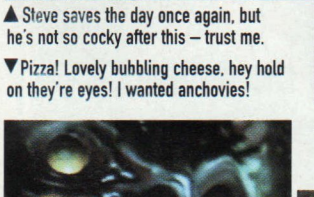


▲ Hmmm... I'm getting that 1996 feeling all over again. How queer!



▲ You must remember this. If only there was a way of getting the map.

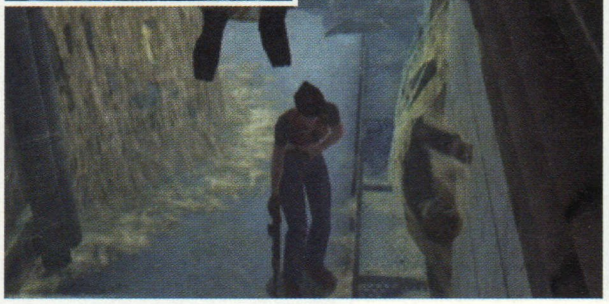
▲ Not only do you get exploding barrels but exploding zombies as well!



▲ Steve saves the day once again, but he's not so cocky after this – trust me.

▼ Pizza! Lovely bubbling cheese, hey hold on they're eyes! I wanted anchovies!

▲ Bless her. What's a darlin' like you doing in a survival horror like this. You should be at home love.



rooms from earlier in the game. Spook! While it fails to reach *Silent Hill*'s chaotic dimensional switching it has a similar unsettling and disorientating effect. So for the first time the *Evil* starts to play with your mind as well as your nerve endings.

This is a move away from the gun toting high action *Res 3*. That was less survival horror, staying alive and being defenceless, and more 'hey look at my great guns and 'what new interesting way can I kill those zombies over there'. Evidence of this is the inclusion of the mini games at the end of the adventures. Also much of the improvements included in *Res 3* – namely the dodging, exploding scenery and the gunpowder – were designed to give the title an extra dimension.

But all these improvements are noticeable by their absence in *Veronica* which means a return to the 'stand and present arms' combat of the first two. Consequently, the fun is diluted as zombies are not the threat they were originally. The thrill of encountering them is not defined by the fear you have for them but by the delight in what you are going to do to *them*.

QUICK STEP

Res Evil 3 was short. But the game was so well designed and the mix of action, plot and puzzles was so well balanced that you never felt short changed. Unfortunately, *Veronica* is much more laboured. The maps are huge and riddled with hundreds of rooms and simply finding your way around is a test in itself as the expansive world is not used in the most inspired fashion. Basically, it's one big running track. Instead of using puzzles as a tester the majority of the game involves gathering one item running to the other part of the map then going all the way back to where you were before hitting a switch and starting off on another trek. You'll need plenty of patience and stamina but only rarely does it test your inventiveness or cunning.

It really takes the wee-wee when you start to play as Chris. You've just fought tooth and nail as Claire to get off the island and your reward is to return and retread the same areas. Cosmic!

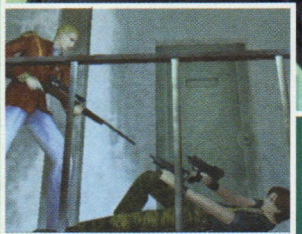
Rather than building on the improvements of *Res 3* this is the return to the standard gameplay of the first two. The one compensation for this is the quality of the graphics and that is one sweet compensation.

This game is beautiful. There are scenes here that quite often take your breath way. The room detail and variety, the creature

6 SO, IT'S LIKE THAT IN THEIR FAMILY!

Alfred and Alexia seem to have quite a close relationship. Some might even say too close. And joining them in their perverted madness is a chap called Wesker. Remember him?

▲ Unlike the Redfield's who have a fairly healthy relationship, the Ashfords are a little bit too friendly with each other.



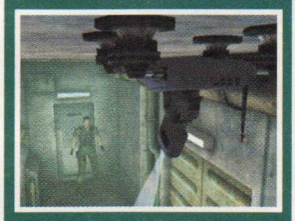
▲ The Ashfords have employed a little help for their chaos as Wesker and his evil power shows his face.

◀ Ashford is mad but he ain't so dangerous on his own.

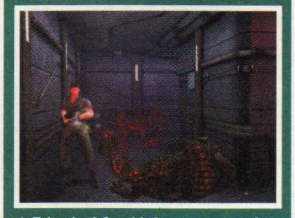
CODE: VERONICA

7 MUNTER!

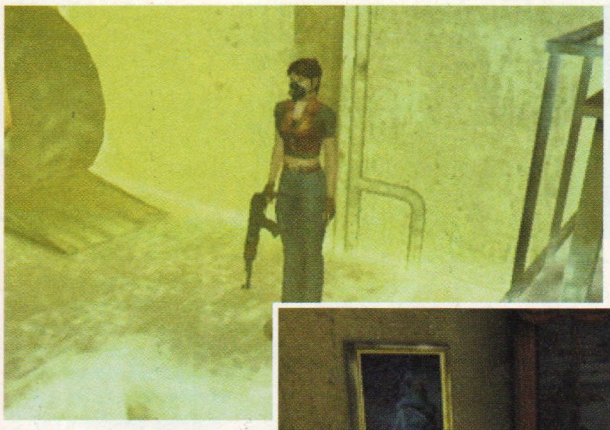
Wesker has brought a hoard of diseased hunters to help him take out Chris Redfield. First of all he uses small robots to target the STARS' agent.



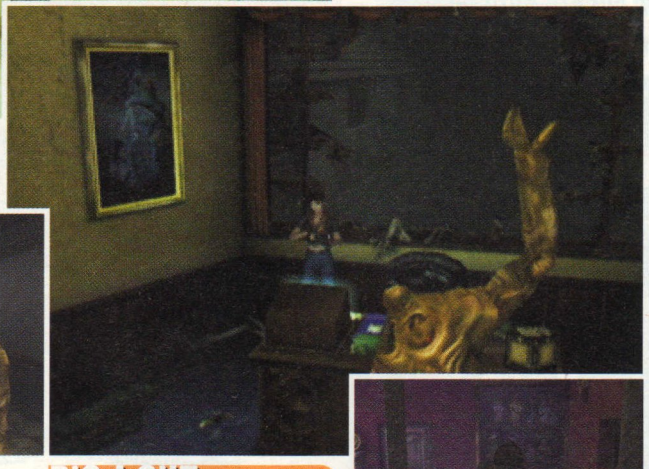
▲ You must try to dodge the beams of light or you'll have a Hunter onto you!



▲ Take that! One hit from your pugel stick and Hunter is down. Ahwooga!



▼ These mini Tyrants just love to pick you up and crush your skull. Now that's what I call having fun.



▲ Steve looks a bit like Leonardo He's-crap-y'know but sounds like a whiny poo. He's all whine, whine, whine. Die Steve!

▲ The characters are pretty limited by their movements but they can hop up steps when necessary. That's a bonus.

"ALFRED ASHFORD AND HIS CREEPY SISTER, ALEXIA, ARE BOTH ONE MINI RICE CRISPIES SHORT OF A KELLOG'S VARIETY PACK!"

animation and looks are all majestic but what really hits the spot, what makes you rub your knees in glee are the outstanding lighting effects.

BRIGHT SPARK

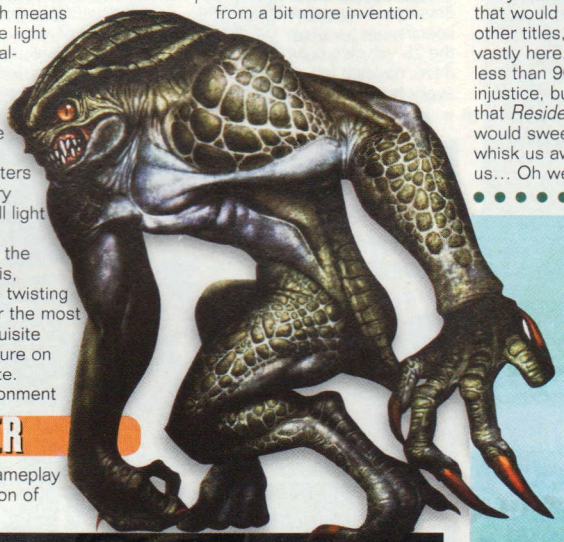
The game now uses a 3D engine. So gone are the static rendered backgrounds which means that changes in the light sources have a real-time effect on the environments around them. Lights swing in the wind, lightning silhouettes characters against the scenery and a gun flash will light up the face of the enemy just before the bullet enters it. This, combined with the twisting camera, makes for the most cinematic and exquisite looking 3D adventure on any console to date. The new 3D environment

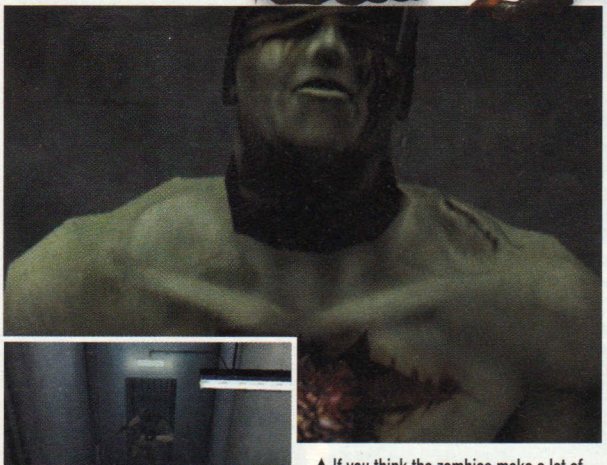
LEVELLER

also effects the gameplay with the introduction of first-person views. This is sparingly employed however – only for the brief use of a couple of weapons. Obviously, Capcom don't want to tamper with the third-person gameplay that has served them so well but it seems a bit of a waste to not explore it's potential a bit further, especially as the puzzles could have benefited from a bit more invention.

BIG LOVE

This is really just nit picking at subtle faults so I have to make it clear that this is a great game. But Capcom have set themselves such high standards in the past that they can't always match expectations. The gameplay is so finely tuned that any slight niggle, that would be overlooked in many other titles, seems to be amplified vastly here. That said, to give this less than 90% would be an injustice, but we were all hoping that *Resident Evil Code: Veronica* would sweep us off our feet, whisk us away and marry us... Oh well





▲ If you think the zombies make a lot of noise, wait to hear this guy moan. Ouch!

◀ Chris really puts the boot in. Kicking a zombie while he's down? I don't know...

WHO LOVES YOU, ZOMBIE

The DC's got the 3D adventure nasties, but which ones really is truly scary and which is just scary. Right?

JUDGEMENT

PRESENTATION

Wicked! So wicked it's positively evil. It's *Resident Evil* evil. Now that's bad. Who's bad?

GAMEPLAY

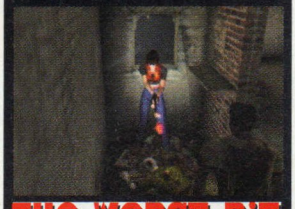
Seems to have taken a step backwards from *Res 3*, but shines despite it's limitations.

LIFESPAN

Keep away from the walkthroughs and you'll be on this for days. Plenty of travelling to be done.

THE BEST BIT

Witnessing the fantastic next generation lighting effects for the first time.



THE WORST BIT

Realising you've left that all important shield at the over end of the island. Back you go...

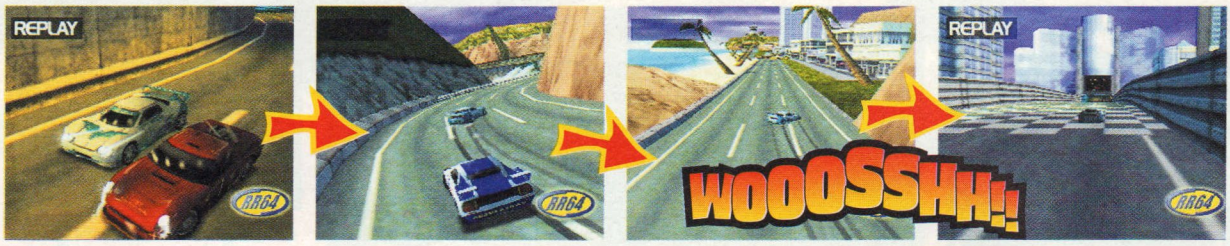
Joins the list of 'must buy' games for the Dreamcast, but feels like a triumph of style and looks over gameplay and content.

90%

If you like this...

There's only *Blue Stinger* and *Res Evil 2* on the DC but there's a whole world of evil on the PlayStation.

After a flurry of serious racers, the N64 comes screaming back to its Real Racing Roots as *Ridge Racer* bursts onto our screens and seatbelts our hearts.



RIDGE RACER 64

▲ Cruising past palm trees and beaches – now *you* can feel just like S-Club 7.

▲ Welcome to Ridgeville. Population: er, who knows? They're all tucked up in bed.

Normally, we hate in-game commentators, repetitive, over-enthusiastic buffoons that they are.

But *Ridge Racer 64*'s floating voice is the sole exception. His standard pre-race banter doesn't make us quiver with rage, because when he cries, "Wow! This is gonna be a great race!", he's *never* wrong. *Ridge Racer 64* serves up one brilliantly exhilarating race after another, and it's one of the N64's most exceptional racers.

It's mainly thanks to the game's sheer speed. You can almost hear your N64 crying with pain as it pushes the track around the screen at 200kph.

SPEED

At times, it's almost *too* fast – you'll think you've cracked the art of taking turns without bashing your wing-mirrors to bits, then be handed a new car that screams down the track at *F-Zero* speeds, and has you piling into corners before you've even noticed they're there.

Thankfully, Nintendo have developed some flawless *RR64*-specific car handling. Every one of the 25 vehicles is a pleasure to drive, nudging left and right with every twitch of the analogue stick, and performing inertia-defying powerslides – a *Ridge Racer* trademark since 1990 – with consummate ease. They're individual beasts, too – their varied grip and acceleration makes matching different cars to different races a must.

TRACKS

Ridge Racer 64's selection of tracks might be disappointingly small – just three – but they've got a stash of tricks stuffed up their sleeves. Once you're through the first trio of races, new routes open up on all three courses, and one or two routes are plunged into moonlit darkness. These 'new'

1 MOTOR MANiA!

There are just three cars to choose from when you crack open your copy of *Ridge Racer*. The 'Car Attack' mode, though, gives you the chance to race and win a whole bunch of sleek models. There are 25 cars to collect in total.

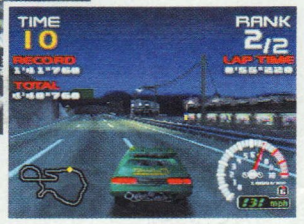
▲ Grab a spraycan and give your car a paint job. Turquoise isn't recommended.

► Cripes. Over-steering like this isn't a guaranteed way of winning a race.

◄ With helicopters buzzing overhead, we'd avoid choosing open-top cars.

▼ Old and new: the space-age Green Machine flies under a video of *Galaga*.

▲ It'll be hours before you unlock this starry track.



▲ The mesmerising, blurring glow of headlights in *RR64*'s dimly-lit tunnels.

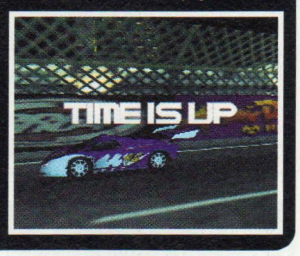
▼ Hungry? Too bad. Carefully-placed walls stop you reaching the burger joint.

RIDGE RACER 64

2 TRAFFIC JAM!

Winning would be a simple case of holding down the accelerator – if it wasn't for the range of crafty obstacles that stand in the way of a perfect lap.

▲ Making it through these perilously tight tunnels is trickier than threading the eye of a needle with spaghetti.



▲ Big jumps mean big leaps – and landing sends your steering mental.

◀ If they're lying on the track, these obstacles will scupper the handling.

raceways still incorporate bits and bobs of track that you've already raced on, but the lengthy, tougher sections of fresh road make them *feel* brand new.

Every track is exquisitely designed. Course number one – a geriatric seven-year-old, ripped from the original *Ridge Racer* coin-op – is *still* breathtakingly good, taking you past beaches lined with palm trees and around wide, covered tunnels that show off Namco's unrivalled design skills. The other tracks are littered with thrilling bits, including the horrifyingly fast helter-skelter ride leading to the finish of the Revolution track, and the nightmarish undulating corners of the Renegade course (unique to the N64).

GRAPHICS

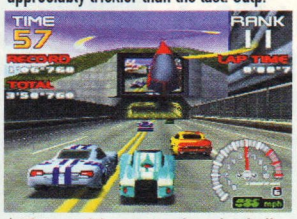
It's almost a pity that *RR64*'s scenery rushes by at such eye-burning velocity, because Nintendo have trumped every other racer on the N64 with the game's gorgeousness. The Renegade track's grey, rocky environment is a tad dull, but the rest of the courses are filled with buildings, bridges, mountains and oceans rendered in crystal clear hi-res – and without the Expansion Pak even getting a look in.

It's the incidental details that really make the game, though. Mammoth TV screens dance with images of classic Namco games, waterfalls tumble down hillsides, and aeroplanes soar overhead. And we'll forgive the odd omission of the classic *Ridge Racer* starting grid supermodel, for the helicopter on the night-time Renegade race, which hovers close enough over the track to lop your roof off with its blades, and shines a strangely unnerving searchlight onto the road below.

EXCITEMENT

At the end of the day's racing, though, *RR64* is all about speed.

▲ Twenty tracks, every one of which is appreciably trickier than the last. Gulp.



▲ "Get out of the way, you hovering fool! I'm trying to see myself on the telly!"

Never before have you had the chance to career down a mountain side at 180mph, holding your breath as you weave impossibly between four rival cars. Nothing can match the satisfaction of powersliding perfectly around three wide corners in a row, the chevrons filling your screen as they scream past at mind-mashing speeds.

That's not to say it won't begin to pall after a time. It'll take little more than two days to unlock every track and get your mitts on every car, at which point there's nothing left to do but try to improve on your own times and indulge in the excellent, equally quick multi-player. But five-minute, blood-rushing bursts of road action are *RR64*'s speciality – racing doesn't get much more exciting than this.

3 NAMCO MUSEUM!

The kindly developers, Namco (alongside Nintendo) have chucked in a ton of references to their glory-drenched past, for crinkly veteran gamers to get excited about. Keep your eyes peeled as you zip round the tracks!

▲ *Pac-Man* and *Galaga* – two hidden slices of Namco heritage.

◀ Take a look at the paintwork – it's *Galaga '88*!

4 Re-REWIND!

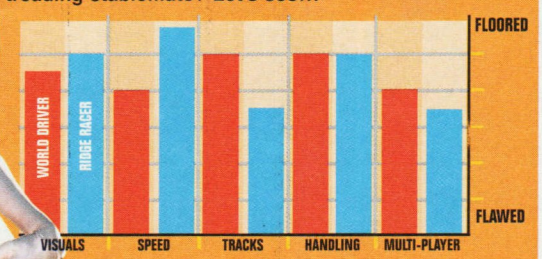
***Ridge Racer 64*'s replay mode comes with a neat 'motion blur' effect that gives the races an other-worldly feel.**

▲ Something tells us we've taken a wrong turning somewhere...

▲ Hmmm. Believe us when we say the motion blur looks a lot better moving.

RACE RIOT...

How does *Ridge Racer* compare to *World Driver*, its tire-treading stablemate? Let's see...



> "COURSE NUMBER ONE – A GERIATRIC SEVEN-YEAR-OLD, RIPPED FROM THE ORIGINAL RIDGE RACER – IS STILL INCREDIBLY GOOD!"

JUDGEMENT

PRESENTATION

Eye-popping trackside scenery, coupled with the kind of speed that only *F-Zero X* can match.

GAMEPLAY

It could have been uncontrollable, but *RR64*'s perfect handling makes harnessing its speed a cinch.

LIFESPAN

It's what *Ridge Racer* is most lacking in, but the multi-player keeps it gripping.

THE BEST BIT

The almost out-of-control trip down a hill that takes you roaring past three or four rival racers.

THE WORST BIT

The teeth-juddering crunch that accompanies every collision with grass, fence or mountain side.

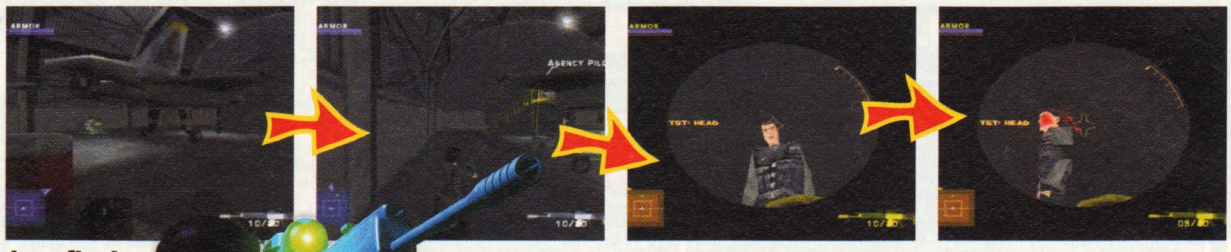
It looks good, it handles beautifully, it's terrifyingly fast, and it improves on the PSX *Ridge Racers* in a variety of ways. Sheer driving heaven.

91%

If you like this...

Drive straight for *World Driver Championship*, a rollicking good racer with a nice line in speed.

***Syphon Filter* returns with *Syphon Filter*... 2. Yes, it's more high-octane action in a flack jacket. Yes, it's a sequel – so deal with it.**



SYPHON FILTER 2

▲ Disco inferno! Gabe sets the place alight with his personality.

◀ Watch the truck! Gabe is frozen by the glare of the headlights.

▼ Gabe gets over his fear of tunnels with a bit of M-16 therapy.

▼ Lian is transfixed by the guards arse. My arse!

A surprise hit last year, *Syphon Filter* has once again caught us out with the speed of it's return.

I mean we only turned our back for a second and it's snuck back and turned our underwear inside out.

CONSPIRACY

The action kicks off right where the first game left off with Gabe and Lian Xing sorting out their lives in Khazahkstan. But, before you can say 'deadly virus', it all goes mental again – Lian is trapped in a military hospital, Gabe's stranded in the mountains and the agency are cooking up their magic potion again. 'Sblood!

This time Gabe gets more than just words of encouragement from Lian Xing as she now shares the action. The game continually switches between the two just like a film flips between two different narrative strands. This really helps keep the action fresh. Once you get a bit tired of Gabe's grunting and his external environment, you get thrown into Lian's adventure on the other side of the world.

Syphon Filter 2 follows the traditional sequel rules and simply cooks up the same formula that made the original such a success. So what you get is the same style of gameplay in different locations with some fresh set pieces thrown in for good measure. Nothing too drastic then.

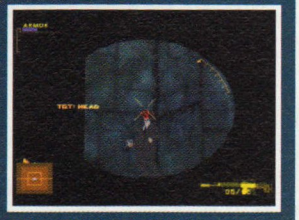
And, just like the original game, some parts are incredibly tricky. After messing around on a bridge or creeping past soldiers for ages the relief of finally moving onto another objective is immense. Part of the satisfaction of progressing through the game is to finally get past bits that you never have to do again. But once you manage to overcome those gristly bits of gameplay, the game is far easier to digest. It's the combination of quick-quick-slow stealth followed by action, platform followed by puzzle, that gives this title it's special appeal.

WET WORK

Also new to the fold is the Deathmatch mode. This is a one-on-one with limited suspense, but it is still a welcome addition. Much like the rest of the game it's less about being sophisticated and clever and more about rushing round and shooting people in the head. And if that isn't good wholesome fun, well...

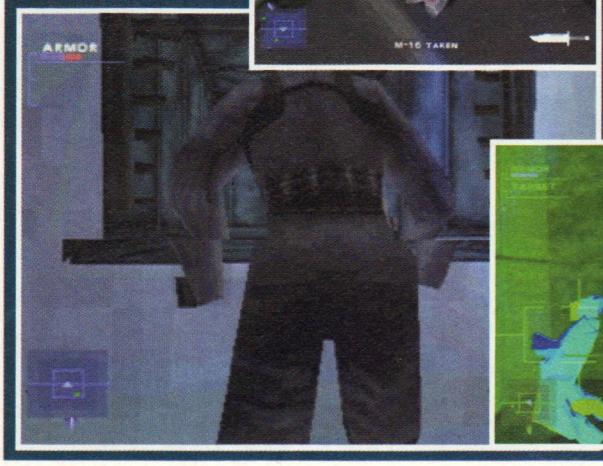
1 SNEAKY!

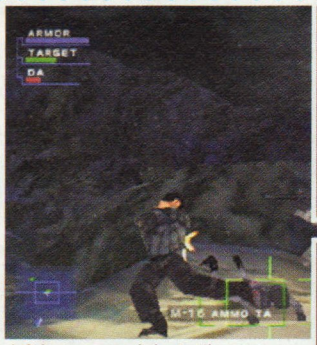
There are several areas in the game where you can't fight yourself out of the situation. So instead you must make like a really sly fox and do the deed ninja stylee.



◀ It's Metal Gear brutal. Gabe can't use his hands but he's handy with a blade.

▼ Once the lights go out you're free to ponce about with your taser.



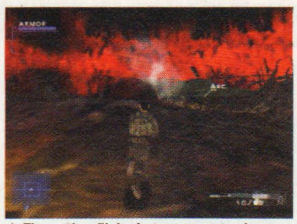


▲ Gabe can run and shoot at the same time, now that's co-ordination.

▲ While you might not be able to tell, this is two guards taken out with one single bullet. Yes that's right – I rule.

◀ Two yards away and I miss with grenade gun. That's right – I suck.

SYPHON FILTER 2



▲ The action flicks between expansive outdoor levels and tight indoor ones.

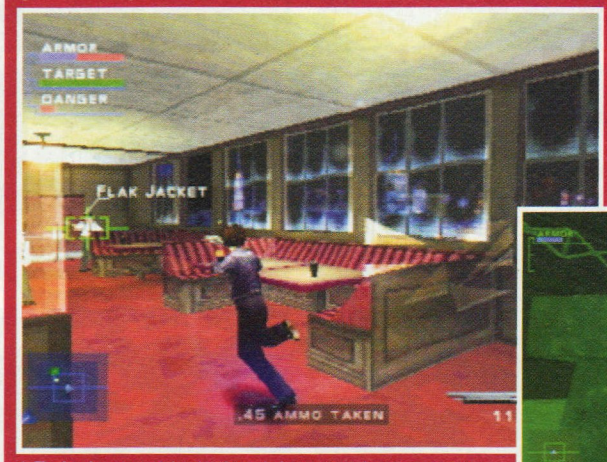
▲ The hand taser has a really short range so you have to get real close to use it.

SIGHTS

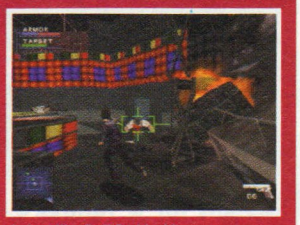
The game is not the most amazing to look at. The graphics are quite ordinary, there's scruffy presentation and glitches. Gabe still looks like he's been kicked in the nads when he's doing the stealth bit, makes out he's wading through formaldehyde when running and goes down in installments when rolling, but you get over it. It's easy to forgive because the action is so relentless and varied. It's a big laugh. Explosion over there, party over here, throw your hands in the air and wave them like you're in despair. There's never a dull moment. Because of the flexibility of the gameplay there's no action cliché they can't have a stab at so it will have you swinging across bridges and running head first, guns blazing into a small army. While it's supposed to have a plot structuring the game, it never lets that interfere with it's momentum.

2 i CAN DO THAT... GIS' A JOB!

There's not much Lian and Gabe can't do. If they're not rolling in the dirt or swinging from bridges, then they're climbing through vents or leaping over museum exhibitions. And with all that action and thrills you end up with a pretty good videogame.



▲ The levels get much harder through the game and your opponents start to wear flack jackets. Only a clean head shot will take them out.



▲ Just like Puff Daddy, Lian never goes to the disco without packing a piece.

▼ Some levels require a touch of Lara platform-style moves. On Stonehenge!

▲ One of the best sequences has Gabe battling his way along a speeding train.

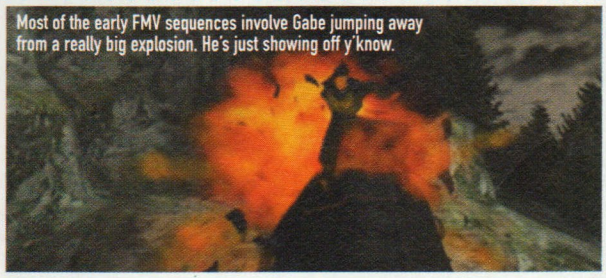
▲ What really makes *Syphon Filter* special is it's variety. One moment you're creeping up and slitting a few throats and the next your chucking grenades at trucks. Nice.

It still retains that B-movie dumbness and tongue-in-cheek espionage. It tarts itself up with classy FMV and a story that believes plot depth is including characters with weird surnames, but it knows it isn't kidding anyone – this is just thrills and spills, pure action gameplay.

It's the same but different. Many may have issues about sequels being lazy copies of the original and they have a point, but I think this time we can forgive *Syphon Filter*. If *Syphon Filter 3*, *4* and *5* don't have much more to them, then we can start having a go.

3 A RIGHT PAIR!

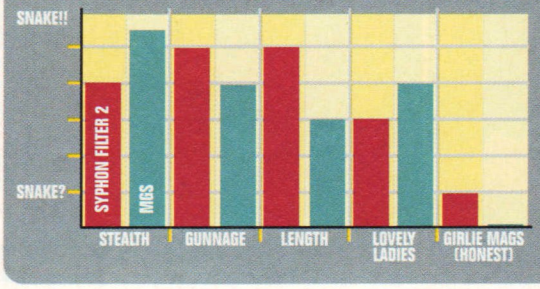
To give the whole package even more crazy kick-ass fun there's a Deathmatch mode chucked in there as well. It's no *Quake 2* beater but it should keep you and a loved one amused on a rainy afternoon.



Most of the early FMV sequences involve Gabe jumping away from a really big explosion. He's just showing off y'know.

PYTHON FILTER...

Many look on *Syphon Filter* as a poor man's *Metal Gear Solid*, so will number 2 appeal to the more expensive tastes?



"LIAN IS IN A MILITARY HOSPITAL, GABE'S LOST IN THE MOUNTAINS AND THE AGENCY ARE COOKING UP THEIR MAGIC POTION AGAIN!"

JUDGEMENT

PRESENTATION

The FMV sequences are not that spectacular and the graphics show the PSX's limitations.

GAMEPLAY

Varied, occasionally inspired, never dull but often extremely tricky and incredibly annoying.

LIFESPAN

The game is on two discs although it's not that long despite all the back-tracking you end up doing.

THE BEST BIT

I'm still a sucker for the good old sniper rifle. The new one even identifies body parts.

THE WORST BIT

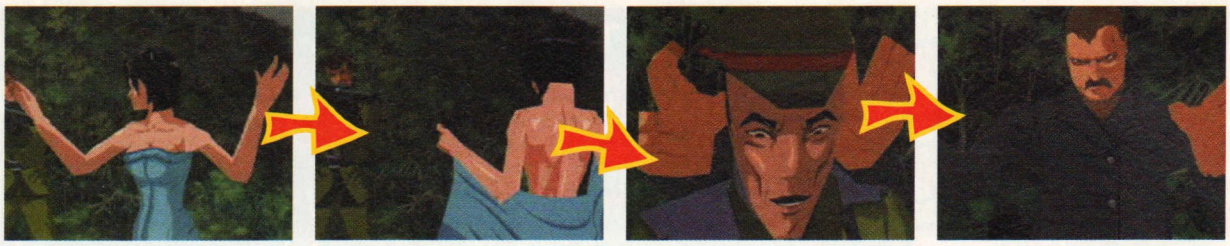
Baby when the lights go out – you get this really dodgy lime green night vision type thing.

It would take a cynical, 'I don't like the sunshine' kinda guy not to enjoy the *Syphon Filter* experience. Long may the quiffed one reign.

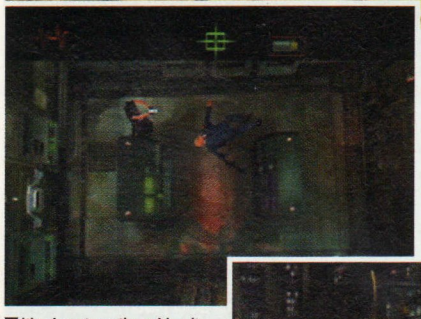
86%

If you like this...
Try the original flavour and then whip out your *Solid Snake* for a touch of *Metal Gear Solid*.

Hana and her ugly sisters, Glas and Deke, are about to wish they hadn't agreed to hunt for a Yakuza's lost daughter. That girl's gonna lead them straight to hell.



FEAR EFFECT

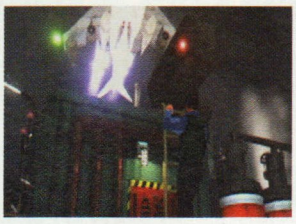


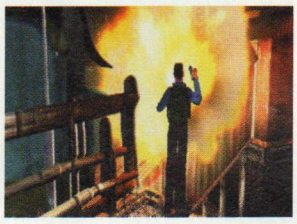
▲ KA-BLOOIE! The game's packed with telly quaking explosions! We love 'em.

◀ The first boss encounter's top down and very *Metal Gear*.

▼ Guards wait round every corner and they're armed to the gums!

▼ It's almost worth carking it to see the death scenes.





We want a PlayStation 2. You want a PlayStation 2. Hey, the whole world's gagging to chuck their socks on its designer purple and black radiator and set up house together.

But let's not forget the trusty original stuck under your television right now.

TOON TOWN

Fear Effect's exactly the sort of fresh, ice cube down the vest experience the PlayStation needs to put off the sad day when it gets carted off to the console retirement home and starts dribbling in its beard.

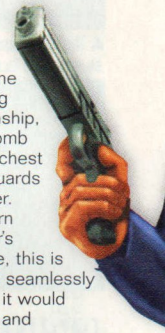
Okay, so there's a touch of the *Metal Gears* and *Resis* about this four disc adventure and its mix of action, puzzley bits, stealth and shocks. But it looks like nothing else you've played. Rather than bag the desk next to Capcom or Konami and peek over the upright French text book hiding their work, developers Kronos have gone all out for manga visuals that make *Fear Effect* really stand out. Think bright colours and dark shadows. Demon ninjas with scythes for hands. Chunky great guns. Plenty of blood. Lovely.

The characters and locations are so distinctive, you'd be forgiven for thinking you were watching a top manga movie.

Switching control between the three lead characters – Hana (saucy Chinese girl agent), Glas (bestubbled ex-army tough guy) and Deke (Aussie weapons expert) you blast your way through a plot that starts in future Hong Kong and takes in triad bases, zombie islands and a spine jangling Chinese version of hell. The story, dialogue and the way all three characters' routes through each level link together is so well achieved you can't help but get sucked in.

GORGEOUS

The beauty of *Fear Effect* is that you rarely just watch. The same graphics engine and cool camera angles are used for cutscenes in-game. So you always feel in among some of the tightest plotted action the PlayStation's seen. One minute you're shooting down a helicopter gunship, the next diffusing a bomb strapped to a bloke's chest while heavily armed guards lie around every corner. Forget *Resi*'s slow burn tension or *Metal Gear*'s constant Codec waffle, this is so action stacked and seamlessly stitched together that it would have Arnie puffed out and reaching for his inhaler.

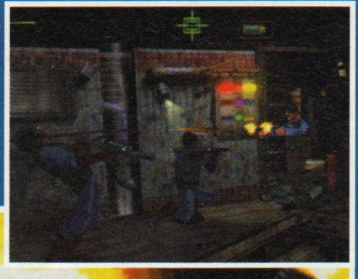


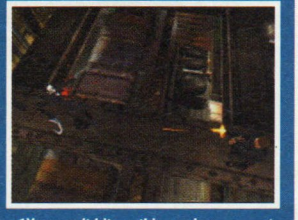
TERMINAL

The only thing breaking up the excitement is an over-the-top performance from Mr Death. You die. A lot. Often, the Game Over screen's up before you know what's happened, making for plenty of pad-bashing frustration and the sort of trial and error gameplay that'd be difficult to forgive if the rest of the game wasn't so captivating. The occasionally tricky targeting system, some thoughtlessly placed save points and the way the fear metre means you're only ever a few shots from doom don't play to *Fear Effect*'s movie-like strengths. When you're forced to replay the same sequences over and over again, the game's not so much like being in a manga movie as watching it on a video with a sticky rewind button. Admittedly,

1 BLAM! BLAM!

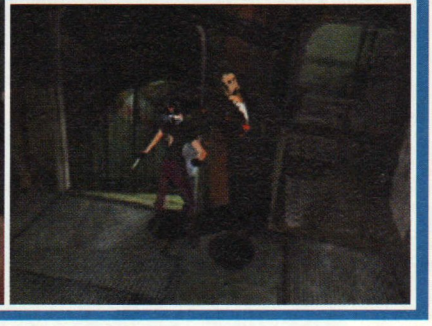
Fear Effect, despite its impressive arsenal, has a tricky aiming system. When it works, the flying lead's a joy, when it doesn't you're left chewing the sofa with frustration.





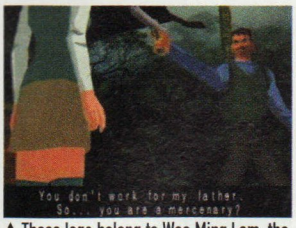
◀ You won't hit anything unless you get a green target at the top of the screen.

▼ Use the stealth button to creep up behind an enemy and kill with one hit!

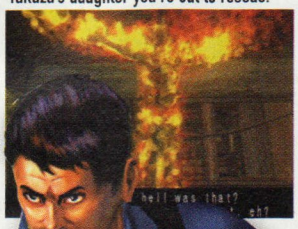


▲ Close up or zoomed out, the camera gives good angles.

FEAR EFFECT

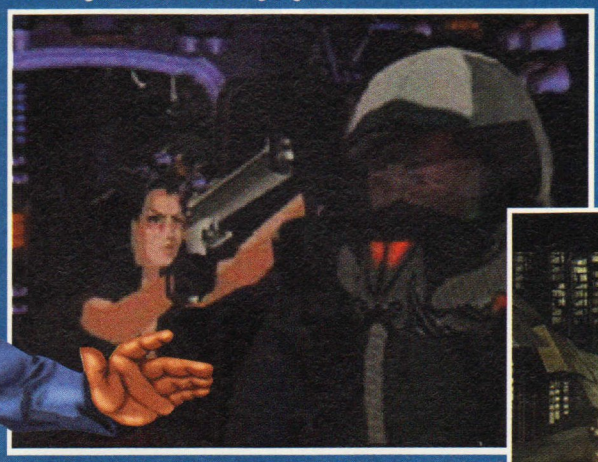


▲ Those legs belong to Wee Ming Lam, the Yakuza's daughter you're out to rescue.



2 FONDLE THE FEAR!

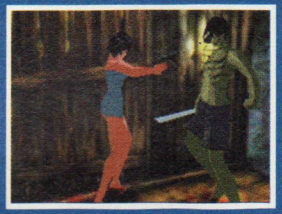
You're going to find it very difficult not to get carried away with Fear Effect's super tight plot and cool characters. Each of the four CDs takes you to a new location and all the action's stitched together with some seamless cutscenes. Have a gander at these highlights...



▲ Deke gets into a bullet spraying battle with this baldy on a train.

▼ Glas takes out this chopper by shooting the banners. They clog its jets!

▲ Hana and Glas' thrill packed escape from Hong Kong sees them hijack a gunship. The pilot's helmet keeps the blood off the seats.



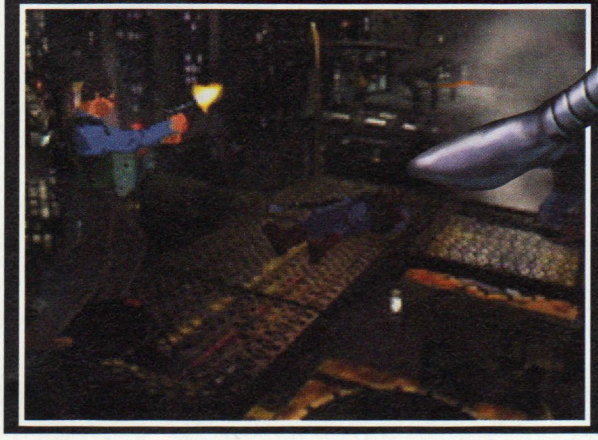
▲ Hana's on a zombie wrecked island in a wet towel! (Right) The finale's in hell!

the cutscenes can be skipped but there's far too much willing the loading bar to fill up.

That said, *Fear Effect* offers such weapons grade excitement, you'd be mad not to get it in and prepare for an explosive experience that you'll never forget. It won't be that long before you see the end credits and it'd be embarrassingly short without all the dying. But it locks you into its manga world so tightly, not completing it in one sitting's going to feel like leaving the cinema half way through one of the best films you've seen.

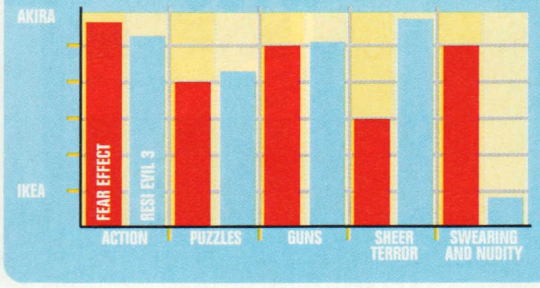
3 BROWN TROUSERS!

There are no lives or energy. Instead, you get a Fear Meter which tracks your heartbeat. Killing enemies and solving puzzles keeps it green. Getting shot turns it red – wake up, time to die!



HOW MUCH FEAR EFFECTS...

They've both got zombies, guns and shocks. But how does this compare to the daddy of fear, *Resident Evil 3*?



"SO ACTION STACKED AND SEAMLESSLY STITCHED TOGETHER THAT IT WOULD HAVE ARNIE PUFFED OUT AND REACHING FOR HIS INHALER!"

JUDGEMENT

PRESENTATION

Beautiful. Looks like a very cool, brilliantly directed manga film every second of the way.

GAMEPLAY

Shooting, stealth, puzzles and an action packed plot that'll drag you all the way to the end.

LIFESPAN

Metal Gear sized despite the four CDs. Great while it lasts with some different endings for the hardcore.

THE BEST BIT

The whole look of the game. Cool characters, amazing settings – like being in a manga movie.

THE WORST BIT

The way you're killed off through no fault of your own and have to suffer the restart loading time.

Innovative, original and a real poke in the excitement glands, despite some frustrating flaws. Get it in and prepare for action !

88%

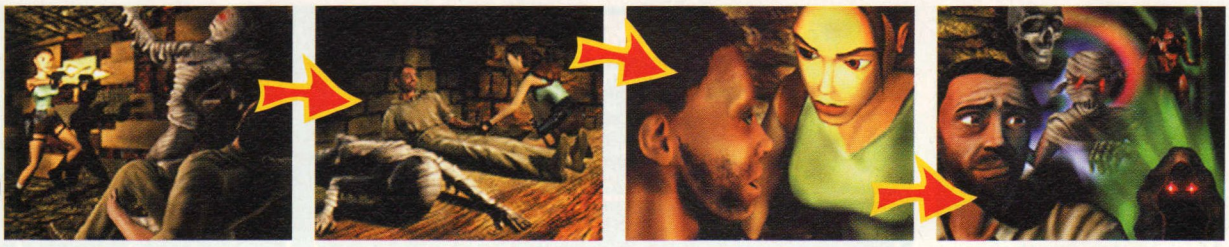
If you like this...
Any *Res Evil* plus, of course, *Metal Gear Solid*. All compulsory. Also check out *Broken Sword* too.

GAME BOY COLOR

Reviewer

Simon Kirrane

Lara may be big in the videogame arena but she's gone so tiny here that she can fit snugly in your pocket which could prove a tad uncomfortable.



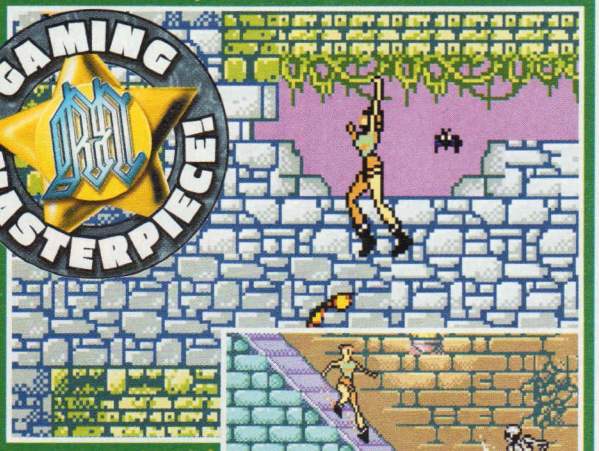
TOMB RAIDER

1 MiNi HeR!

We can't say it doesn't intrigue us but this little Lara is just like the real thing except very, very small. Our minds race.

▲ Turning and shooting is an old Lara trick, she even has auto target.

▲ Uh oh, the naked tiny Lara cheat can be found near here.



▲ Swing Lara, swing like a leg severed at the knee in a nasty industrial accident.

▶ She slides, she lands, she loses her head to a skeleton having a slash.

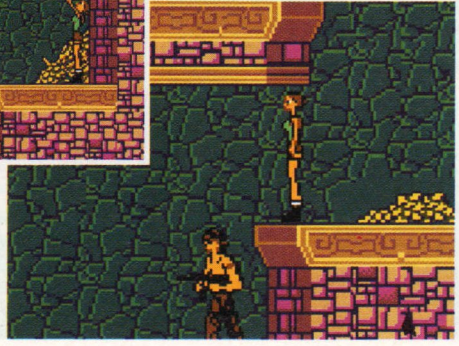
▲ Lara even wiggles her bony ass to taunt the skele men.

▲ Here Lara taunts the skele men by cavorting with a damp sod.

▲ Shoot the switch to open the door to get the bullet to shoot the baddie.

▶ Lara kills off members of a boy band one by one.

▶ Switches, hidden tunnels, this is full of standard *Tomb Raider* fare.



Lara Croft gets everywhere. Ever since she slinked onto the PlayStation in the 1830s she has been swinging from sequel to sequel, crossing the great divide of magazine covers, drinks bottles and cereal boxes and now she is making a huge leap of faith from the PlayStation to the Game Boy Color.

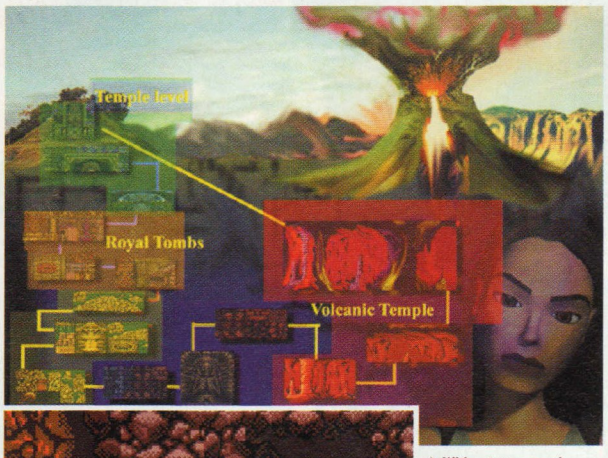
As usual though Lara has made sure that she is well supplied for the journey. *Tomb Raider* on GBC has been created using another piece of programming jiggery pokery with a long name, this time called, excitingly, Direct Memory Access, which means that the game can put in information screens bracketed with lots of static images to act like cutscenes.

BONY ASS

The story is a convoluted affair and Lara has to get her bony bum to Peru where a map showing the way to a powerful and dangerous pebble ('The Nightmare Stone') has been uncovered and the race is on to find it – will Lara get there before some nasty blokes, or will the nasty blokes get it and use it in some kind of nasty weapon, that needs bad stones to work better? Well that's all up to you: Billy Gamesplayer.

SAME RAiDER

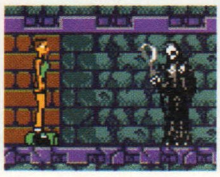
When the game begins you can relax, this isn't a radical departure from the *Tomb Raider* stable, it is, as most GBC games are today, a scrolling platform game but the *Tomb Raider* standards have been



▲ Without maps and charts how far would man have progressed eh?

▼ Lara trapped between two huge pythons... go rest your mind now.

▼ That Grim Reaper will be the death of Lara.



2 eViL!

Look, even though this is done on a small scale the evil doers are still good... at being bad.

▲ Swinging Lara has to face the grey, casually dressed evil doer.

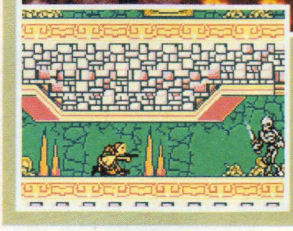
▲ Evil, mindless, skinless, bone-filled skele men abound throughout.

▲ A skele bird which, by rights, should not be able to fly.

TOMB RAIDER

3 TOMB RAIDER RAIDER!

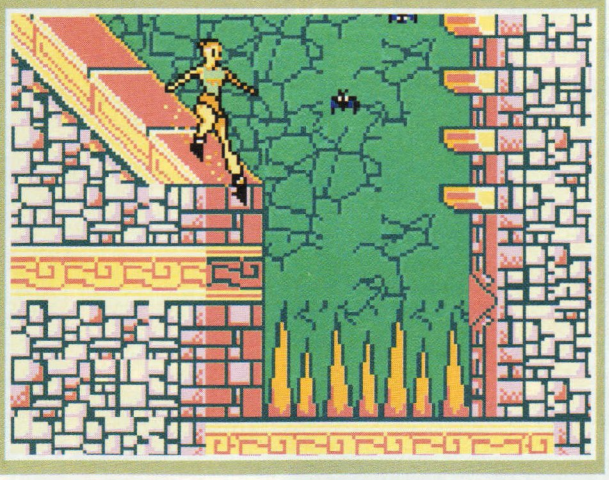
The designers have raided every little trick, trap and switch and screen from the original *Tomb Raider* games so that all Lara fans will feel right at home.



▲ Pull a switch to open a secret entrance elsewhere on the level.

◀ Crawl by the spikes and deal with multi evil tasks.

▶ Remember this? Leap in time and you'll save your skin otherwise it's spiky death for Lara.



aimed for and mostly hit. There are power-ups hidden behind large plants, similar traps that know which shortcuts you'll take and punish you for it. There are also hidden booby traps that punish you for not watching closely. Nothing though is too taxing although there is a learning curve in the game that helps to teach you the controls, patience is your greatest ally here. Rush headlong through the game and you'll fall on every sharpened point and examine every huge drop face first. So be careful out there.

LARA'S DANGLE

If you are a Lara completists and have every Lara bit of tat from the slippers to the champagne flute then this is one of the more useful items of Croft kit. Also the Lara in this game is really well realised in that she swims, crawls, leaps, falls and dangles like her grown up sisters except when this Lara dangles she looks more like a pixelated earing than a rendered bimbette. That the internal Core development squad of five have managed this shows great talent and when you first see the lead character you are confident the game will be a kosher time spinner. The animation is fluid and Lara herself is recognisable from her boots to her hair bun. The 'cutscenes' are fine as well, shunting the narrative along and adding to the sense of realism. So as a straight console to handheld port Lara has survived the perilous journey but did she bring any gameplay with her?

Happily the answer is a big yes. The game has that characteristic learning curve and the familiar frustrations of flying darts and crumbling floors and has been well presented. This is tempered by the fact that it's another Game Boy platformer but then again when you have the Lara name, what other kind of game would she make on this machine? So the verdict here is a complex but compelling yes to Lara.

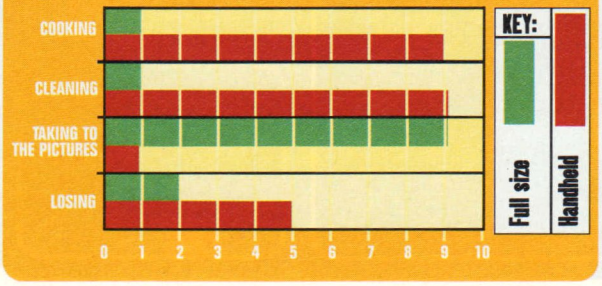
4 LOOK LIVELY!

Another aspect to the game that reminds us of the original console titles is the stunning backdrops and vistas that have been provided. Each area has its own look and the Inca/Mayan design has been well thought through by the programmers.

▲ I don't know about you but Lara's pose and the backdrop all have me convinced that this is another '*Raider* game.

SOME GIRLS ARE BIGGER THAN OTHERS!

Which is best an actual full size Lara or a tiny one? A handheld or a handful – check the stats?



> "LARA HAS TO GET HER BONY BUM TO PERU WHERE A MAP SHOWING THE WAY TO A POWERFUL AND DANGEROUS PEBBLE HAS BEEN UNCOVERED"

JUDGEMENT

PRESENTATION

Nigh on faultless. To get this game to the tiny screen puts to shame some of the *TR* console titles.

GAMEPLAY

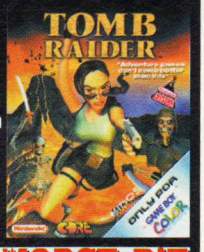
It draws you in and keeps you playing time after time with familiar *Tomb Raider* hooks.

LIFESPAN

Not massive but it is packed with elements and is very tricky indeed; almost forgivably unhuge.

THE BEST BIT

Realising that for once this isn't a shameless conversion that relies only on box art.



THE WORST BIT

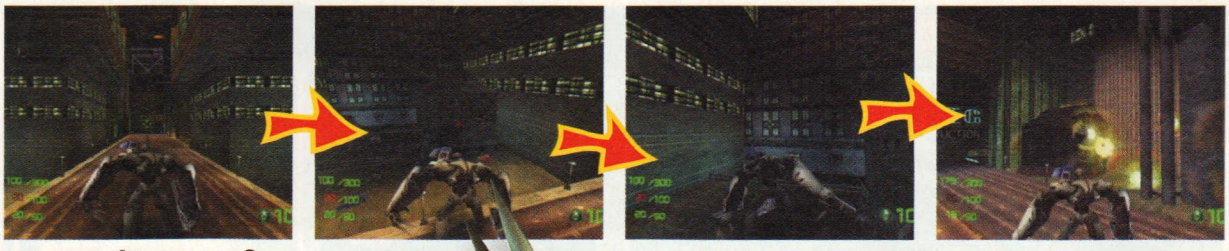
Obviously this is Game Boy but it's is just another Lara game and the novelty is wearing paper thin.

An amazing feat of code squashing, a treat for the eyes and another upward manoeuvre for lovely Lara – it simply wouldn't get this score without her involvement.

90%

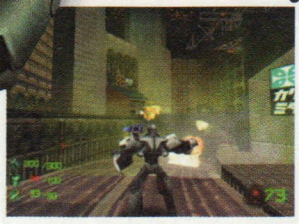
If you like this...
Mario is the best contender, he's a great platformer and a stronger character too boot.

Fancy stomping around a space-age version of New York city in ginormous metal trousers? You do? Well, then, luck is at hand because *Slave Zero* is here!



SLAVE ZERO

▲ You can use elevated areas of the city to give yourself a better line of fire.



▲ Homing missiles allow you to plug away from a distance. Safe but dull.

Giant robots never go out of fashion. Whether it's Optimus Prime and his hardy bunch of autobots fighting the despicable Decepticons in the evergreen Transformers, or huge wobbly plastic toys slugging it out in Power Rangers, strapping yourself into a sixty-foot metal man has always been appealing.

And, in games it's also a firm favourite; just think of Sega's *Virtual On*, or using *J-Bomb* to punch skyscrapers into dust in the N64's brilliant *Blast Corps*. The examples go on and on – and here's the latest slice of videogame entertainment to feature giant tin pots kicking the chuff out of each other. Say hello to *Slave Zero*!

PLOT

The plot, which is as rubbish as it usually is in these futuristic fellas, concerns a – yes! – terribly evil dictator who generally is up to no good. He's used an army of giant robots to enforce martial law over a whole city. Nasty, eh?

Soooo – and can you guess what's coming? – it's up to you, and your lone robot suit (called, correctly, Slave Zero) to save not just the day, but the whole blinkin' world as we know it. Didn't see that coming did ya?

What this all entails, naturally, is stomping through huge future-

1 MULTI MECH MAYHEM!

It's very nice – commendable, even – of developers Accolade to include a four-player mode, as the Dreamcast hasn't got many games that take advantage of it's four controller ports as yet. Unfortunately, the multi-player game isn't *that* good.

▲ Look! Four players! But it's a bit cramped and a bit slow to really be that much fun. Darn big robots, though.

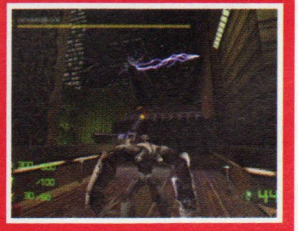
► The levels are all blimmin' huge. Too huge, in fact, as it's easy to get lost.

◄ Ammo is scarce, too, meaning you'll hunt around for ages.

▼ Two-player games are better as they're faster and less confusing.

3 BODY PIERCING!

Ah, weapons. Where would we be without them? Probably dead, for a start. Although *Slave Zero* is a little lacking in destructive munitions our hero's guns are usually more than a match for the common enemies on each level.



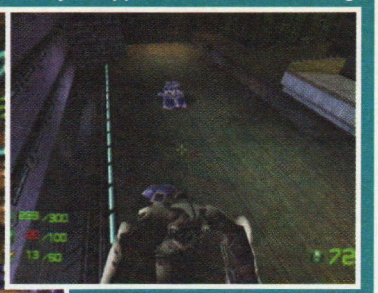
▲ The Rocket Launcher is a beauty, and no mistake. It's attached permanently to *Slave Zero*'s shoulder (a bit like a parrot that spits bombs, maybe).

◄ The machine gun is always good for a laugh, and is carried in *Slave Zero*'s right hand. Perfect for small-fry.

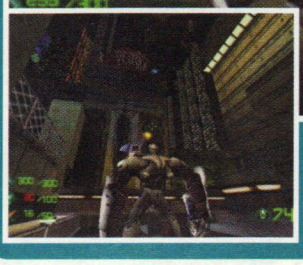
SLAVE ZERO

2 BISCUIT TIN BADDIES!

In *Slave Zero* you'll face a number of enemies all intent on reducing your metal hide to small globules of smoking, molten slag. That said, the variety of opponents isn't all that big.



▲ Flying machines also try to take the recognition for beating you down, but, like the tanks, they're pretty weedy.



▲ Enemy Robots are pretty numerous, which must cost the city loads of dosh.

◀ Futuristic tanks are dotted all over the shop, and can be a pain in the posterior.

style cities blowing the bumfluff off enemy robo-men and their little tank-style friends. The cities themselves are lovely, rendered in a snazzy Bladerunner/Mega City One style and avoiding the usual post-apocalyptic look that most games of this ilk favour.

TITANIC TOOLS

You're equipped, splendidly, with a shoulder-mounted rocket-launcher and a machine gun the size of a bus – which is always handy as the aim of the game is primarily shooting, shooting and shooting. And you can only carry two weapons at a time, so when you find a better weapon, you have to discard your old one, never to be used again.

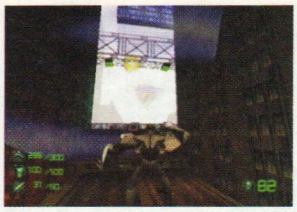
Thankfully, your rocket-launcher stays with you, and can be fitted out with more powerful shells, including ones that home in on the enemy. Boyakasha! Mr Slave Zero can also use his mighty iron boots to stomp on things and break them into little tiny bits.

GAMEPLAY

Sounds fun, no? Well it is – at least for a short while, as the game gets boring quite quickly. The problem with *Slave Zero* is that it consists of shooting things to bits (which is all well and good) but very little else. The route through each level is generally predictably linear, and, while our metal friend can climb up the odd building and knock the occasional fixture over, there's not really much point to it as there's only one way to go.

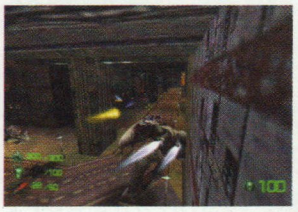
Even the secret areas usually only hold a measly power-up or two (usually ammo), which is very unsatisfying. And Zero's stomp move, while cracking the pavement very nicely, isn't very useful as there's little it can destroy. And the first level is incredibly easy, while the second suddenly becomes incredibly hard, which isn't very fair. *And* the boss battles (of which there's usually at least a couple on each level) are mostly just a case of standing still and firing all your weapons at the big tin man you're fighting – who's usually dead within ten seconds. But worst of all is the fact that the cities should be teeming with life – loads of miniature traffic zooming all over the shop, which you can pick up and throw, or stand on.

In the PC version of the game, this is all present and correct. But here, on the Dreamcast, there's absolutely nothing. Just miles of empty roads and some other robots – and tanks, and helicopters – to shoot. it's all a bit of a let down.



▲ There's a real lack of a sense of scale throughout each level.

▲ Old bucket head tries out his latest wibbly, wobbly plasma type thing.



LIFESPAN

Ultimately we reckon, you won't be spending too much time rattling around the levels of *Slave Zero*, which is a shame, as this looks great and had the potential to be top-ho violent fun.

Unfortunately, what you end up with is little more than a straight-up, no-nonsense shoot-em-up that's pretty samey all the way through, and the novelty of being in a big robot wears thin all too quickly because of this flaw. Here's hoping the sequel's better, eh?

> "The problem with Slave Zero is that it consists of shooting things to bits (which is all well and good) but very little else!"

JUDGEMENT

PRESENTATION

Very nice indeed – huge skyscrapers, menacing robots and plenty of explosions.

GAMEPLAY

Very simple – it's all running and shooting, with linear levels and not much to do apart from shoot.

LIFESPAN

The multi-player is a nice bonus, if not *that* great – and the single player game won't last long.

THE BEST BIT

Blowing an enemy robot droid into smithereens. That'll teach him to mess with you!

THE WORST BIT

The linear levels. There's no freedom to explore and discover exciting secrets.

It all looks very nice, but *Slave Zero* needs a bit of variation and lots more imagination to really cut it as a top-class shoot-em-up.

62%

If you like this...

Weeeeell, try *Red Dog* for fast 'n' furious blast-em-up action, or else wait for *Virtual On*.

▲ Wallop! One of the rare times that a mini assailant gets the better of your strafing.

▼ Thrusters kick in when you jump, but you never get that far off the deck.

4 MR VERSATILE!

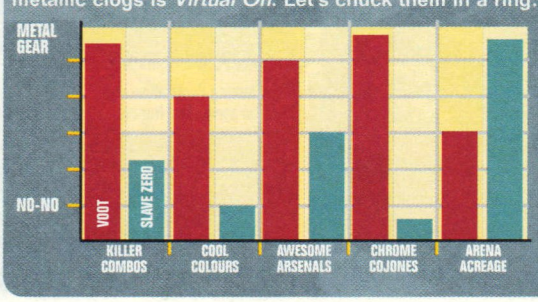
It's not just shoot, shoot, shoot, you know. Well, mostly it is, but Slave Zero can do a couple of other things.

▲ Slave Zero, like a huge robotic monkey, can scale certain surfaces.

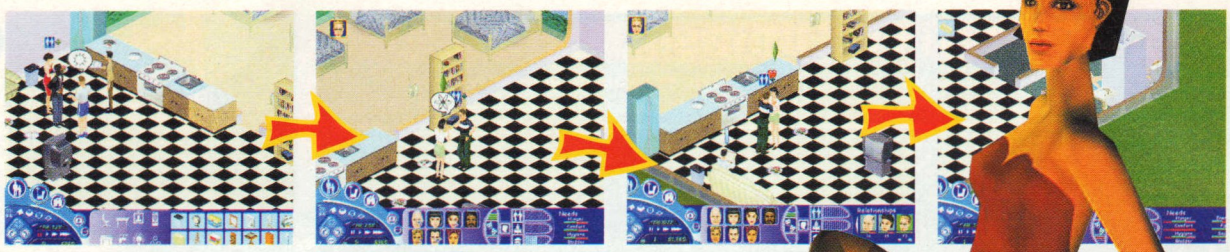
▲ With those great big metal feet, our robotic chum can stomp on enemies.

MECH MATCH-UP!

The only other place on DC where you can get size 200 metallic clogs is *Virtual On*. Let's chuck them in a ring...



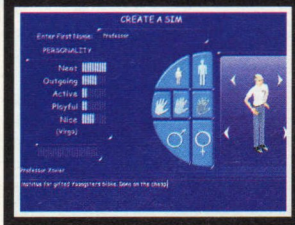
is this the real life? Or is it just fantasy? Caught in a landslide no escape from reality... well now there's a back door for those afraid of the real world. Enter...



THE SIMS

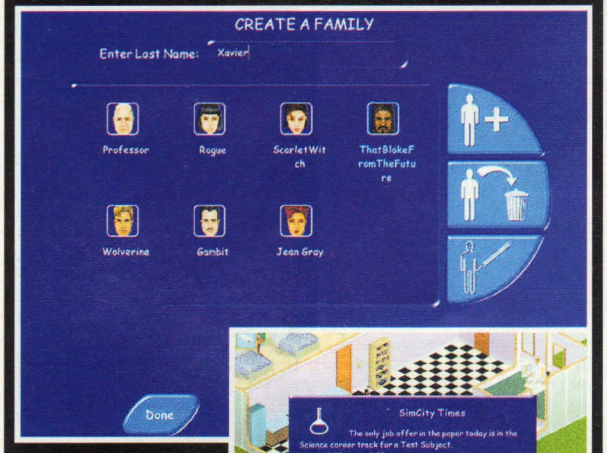
1 PEOPLE PERSON!

You're able to choose a name for your sim, write a little biography, choose their appearance and their personality.



▲ Of course, I've decided to translate top superhero team, the X-Men.

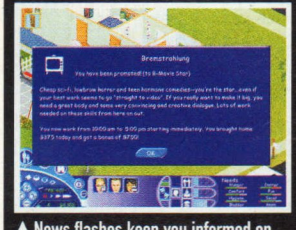
▲ Scarlet Witch can be easily identified by her low playfulness and red dress.



▲ Once you've constructed a family you can transfer it into the game proper.

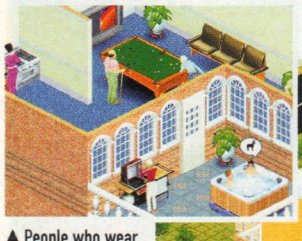
SimCity Times
The only job offer in the paper today is in the Science career track for a Test Subject.
Hours: 9:00 am to 3:00 pm
Pay $150 a day.
Do you want this job?
Yes
No

▶ Getting a job demands you to start at the bottom. How absolutely demeaning.



▲ News flashes keep you informed on how family life's shaping up.

▲ Having a leaky shower or a blocked bog can cause havoc for your sims.



▲ People who wear green trousers will always lose at Pool. It's true.

▶ Different vehicles arrive to take your sims to work in the morning.

▶ Such expansive properties must be slowly achieved.

▲ Gain the love of your neighbours by offering them dead cow in a bap.

▼ Jealousy flares in the Gillen household. Go on, give cheating lothario a good slap then kiss and make up.

▼ Swimming Pools allow you to (erm) swim. Yes. Honest.

This is beginning to get worrying. My flat's an absolute tip. There are clothes scattered all over the floor. The bin's crammed full with debris.

A strange smell permeates the air. None of my chums who pop round to visit are willing to stay more than five minutes. What a disaster.

Meanwhile, on my PC, lives an entirely happy, successful household. A close group of friends live together in perfect harmony, everything pristinely clean. A big TV sits in the lounge and a fridge bulges with healthy foodstuffs. I appear to be better at managing a simulated life than a real one. This is getting eerie.

BORN

Of course, such surrealism abounds if you're to enter the latest game from the frankly disturbed minds of the Maxis gentlefolk. Basically, *The Sims* is a logical continuation of the trend they started with the classic-on-a-disc: *Sim City*. Instead of controlling a whole sprawling metropolis, you now control a single household.

It's like an up-market tamagotchi. After creating your group of flatmates (the 'Sims'), then choosing whether you want to move into one of the pre-constructed houses or design one from scratch, you're put in control of all aspects of their life.

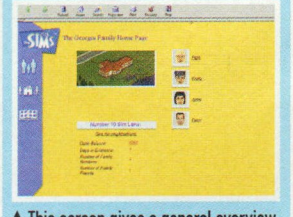
This means you've got to furnish the house with all the suitable mod-cons that make life worth living – as well as the much needed essentials. Like toilets.

EAT

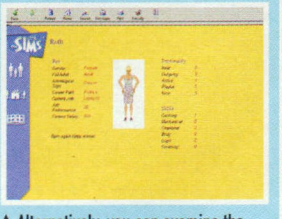
Of course, if you spend all this money, you're going to need to get some more from somewhere else. Namely doing the dreaded deed: work. However, after your sims arrive home from a hard day in whatever career they follow (a

2 ON-LINE!

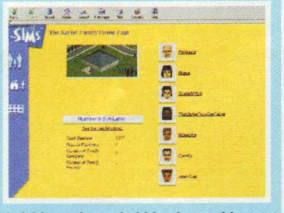
The future of *The Sims* lies on-line. When you save your games a webpage of their statistics is produced.



▲ This screen gives a general overview of your household property and sims.



▲ Alternatively, you can examine the exact details of each house member.



▲ A bigger household leads to a bigger and more impressive webpage. Hurrah.

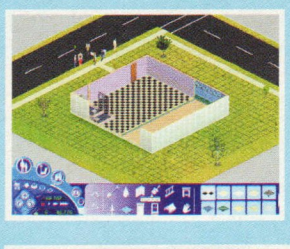
3 WENDY HOUSE!

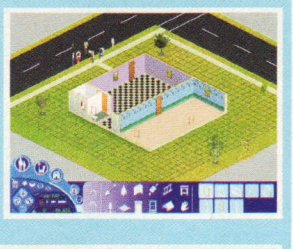
The designing of your dream-home is detailed enough to almost be a game in itself. Best of all, it's gloriously simple and you don't need an architectural degree to do it.

▲ Upon your initial arrival, your lot is empty bar the green, green grass.

◀ Walls are a good place to start. Homes without walls aren't much good.

► Once your design has been completed, simply switch to live mode for your sims to start to explore their new home.





variety, from Sports to Politics to Crime, are included) they're sure to be a bit depressed. Which means you need to spend even more of their money on house-extensions and fun toys to play with. Vicious circle? You betcha.

The slick menu system with which you control your sims is probably easier than the one in your head that you use to motivate yourself. While the game deals with some big ideas, they're presented in such a way that anyone can sit down and play.

BREED

After the basics, things move up to whole new levels of oddness. Each sim has their own personality and, if left alone, they'll get up to whatever's on their mind. Equally, each has different feelings about one-another, which leads to all sorts of rucks.

For example, if a sim who's in love with another notices their beloved hugging someone else, they may get jealous. Or worse.

Yes. That's right. The sims have love lives and, in a fully populated neighbourhood, things rapidly turn into the gaming equivalent of a TV soap-opera.

DIE

With all the imagination that drips out of your CD drive when you're playing, it would be great to say *The Sims* was perfect. Alas, it isn't quite. For example, pets are sorely missed and it's a shame that the game is house-bound. Equally the whole thing could do with a little more structure as well.

But essentially you can forgive all of it as *The Sims* succeeds in breaking new ground and is ultimately even more addictive than oxygen.

▲ He'll never impress anyone with that sofa. The fool.

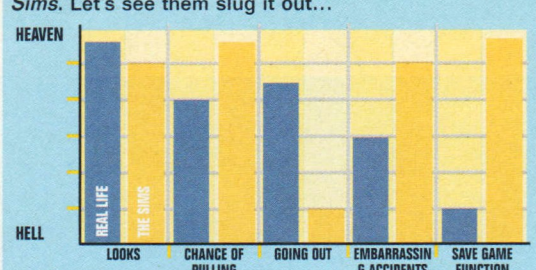
4 SOME MOTHERS...

Of course, it's not all serious living. As with any household things go wrong all the time. And there's the bonus of getting sadistic pleasure in making your sims' life a misery. Now let me take a couple of days on those toilet renovations. Muhahahahahaha.

▲ The indoor barbeque was never really going to be that good an idea. Mmm... that taste of char-grilled house.

HAPPY FAMILIES...

Right. This is the big one. Which is best? Real life... or *The Sims*. Let's see them slug it out...



"YOU NEED TO INCLUDE ALL THE SUITABLE MOD CONS THAT MAKE LIFE WORTH LIVING - AS WELL AS MUCH NEEDED ESSENTIALS. LIKE TOILETS!"

JUDGEMENT

PRESENTATION

Utilitarian and sparse screens, but certainly enough for the job at hand. Animation is cheery.

GAMEPLAY

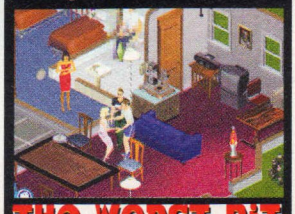
Massively original in its scope and social-life threateningly compelling as well.

LIFESPAN

Due to its free-form, toybox nature you're going to eventually run out of things to do.

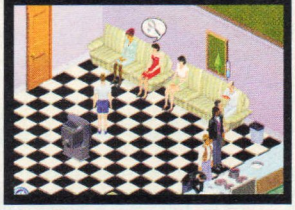
THE BEST BIT

Arranging young love between the Sims. Awww. Can we come to the wedding? Please!



THE WORST BIT

Staying up all night and realising that, basically, nothing has really happened in your house.



Perhaps needing a little more organisation, *The Sims* still happily goes out and makes real-life almost redundant. Now that's scary.

89%

If you like this...

Any of the *Creatures* games do a similar sort of thing but with weirdo aliens instead of people.

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BLOCKBUSTER™

Dreamcast owner's better watch out, 'cos Rayman is coming. He has no limbs and can't talk properly, but he's got more charm than all the puppies in GM's office.

RAYMAN 2 THE GREAT ESCAPE

▲ Razorbeard has tons of gadgets and thugs, like this gigantic robot.

▲ The world map is in 3D and is just as stunning as the rest of the game.

There are countless platform games around. Mario and Sonic have ruled the genre for years and most of the competitors have proved to be worthless.

That said, there are some top class exceptions like *Donkey Kong 64* or *Banjo Kazooie* and *Rayman 2* is arguably another.

BACK STORY

Rayman has to save his pals from the tiny intergalactic pirate Razorbeard who intends to sell Rayman and his friends to the circus. While the plot is not the most advanced seen in a game, *Rayman* does manage to involve the player thanks to brilliant cutscenes and characters with great personality. A lot of changes have been made since the original title. It's no longer a beautiful 2D game as *R2* has taken that step into the third dimension. It's a linear story, but the player can still move around freely and the graphics are quite simply breathtaking! *Rayman* looks like a cartoon and its little hero acts like one as well. The big difference to a cartoon is that in *R2* you have all the advantages of interaction. Every detail from the animated backgrounds to the butterflies that fly around on the levels looks visually fantastic and the whole thing runs at a smooth 60fps. The sound is just as impressive as the graphics with full orchestration and, for once, it doesn't it sound like your typical Japanese platformer.

REVISION

GAMEPLAY

No matter how awesome the graphics and sound are, the quality of a killer title is all about gameplay and in this department *R2* is addictive. It will take ages before you get tired of the

1 THE GLORIOUS 3RD!

Rayman has finally taken the big leap into the third dimension and side-scrolling antics belong to the past. All the old moves have made it to the sequel plus some additional ones. Best of all, *Rayman* still has his helicopter hairdo.

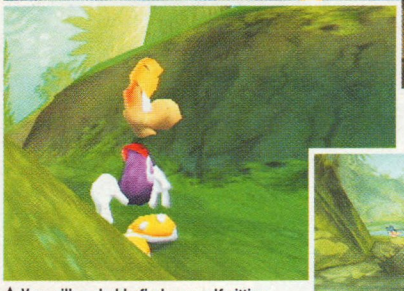
▲ Mosquitoes and butterflies are flying all over the place. How sweet!

▲ Hmm... I got a hunch of that the piranha is hungry... for me!

▼ Rayman can get back to the world map via the teleporters.

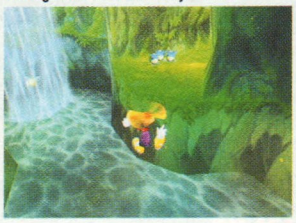
▼ Your first encounter with the pirates. Not nice at all.

▲ The wild rocket ride looks awesome.



▲ You will probably find yourself sitting down and admiring the graphics.

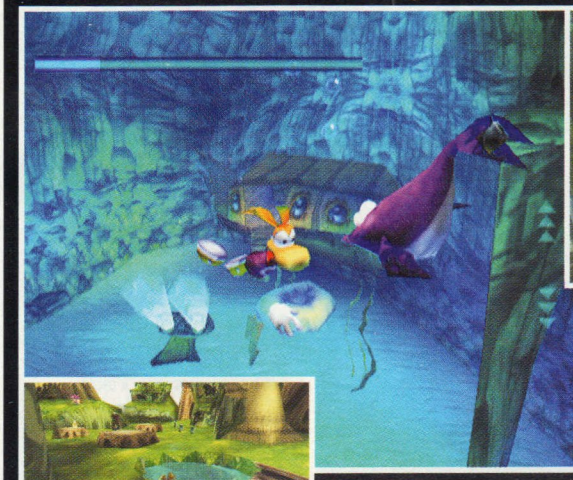
▼ Not all of us can fly over rivers and through waterfalls, but Rayman can.



RAYMAN 2

2 WAR IN THE WORLDS!

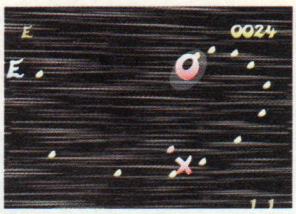
There are six different worlds with over 30 levels, some of which are wackier than others – like the oddness of the underwater settings and the pirate ship levels.



▲ Several puzzles are scattered around. It's mostly about pulling the right levers and finding the exit, but still fun.

▲ Every once in a while Rayman has to face some underwater action.

◀ You'll discover hidden villages filled with wacky characters to talk to.



▲ This alphabetical shoot-em-up is just one of many hidden features.

▲ The Globox Disk is just hilarious!

"Every detail from the animated backgrounds to the butterflies that fly around the levels looks visually fantastic!"

wonders of *Rayman*. Whereas Mario jumps from moving blocks and Sonic runs faster than light, *R2* takes the best from all the big platform-games and bungs in a bunch of new innovative ideas. The result is a successful mixture of platforming joy that will appeal to all gamers whatever their age. *Rayman 2* is not full of new ideas and revolutionary thinking and still revolves around collecting objects, finding exits, getting rid of baddies and jumping from platform to platform. No, the true beauty lies in the attention to detail. Take the explosive barrels, for example. Rayman has to carry and throw barrels against a generator to free a pal. Cannonballs are flying about the area and they can only be eliminated by tossing up a barrel, shooting the cannonball, and then catching the barrel again for a final throw against the generator. How about that for complex gameplay? Rayman also gets to water-ski after sea-creatures and ride on rockets as well. The list of gimmicks goes on, and on and...

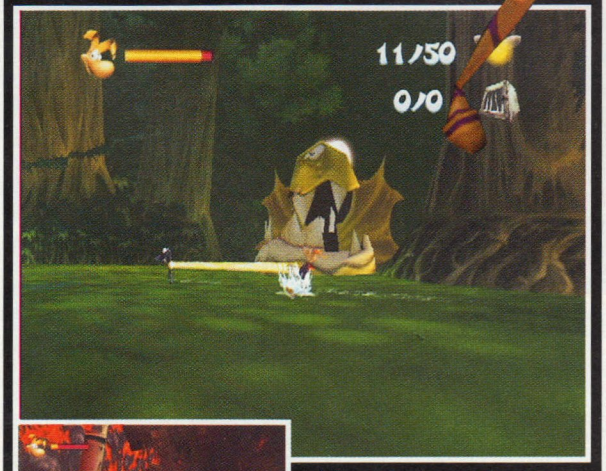
There are Dreamcast-exclusive additions as well. If you find six crystals scattered around the levels, you unlock a passage to the secret level Globox Village. (The game also features Internet support where you can download a bonus zone.) However, the most entertaining new feature is the hidden multi-player puzzle game called Globox Disk. The game is reminiscent of a rat race with up to four players. You have to collect as many Lums as possible and return them to your hive, although it's not just about running home with the goodies. Nope, you have to find the right way through a constantly rotating maze filled with lunatic monsters and hard to locate power-ups.

There are, aspects worthy of high praise in *Rayman 2* but, unfortunately, it's not all sweetness and light with the limbless one. The camera can be confusing at times, especially in narrow passageways, and there are quite a lot of obvious influences from past masterpieces.

Despite this it's still a firework of sparkling colours with more depth than most of its competitors and a game that deserves to be in all the DCs across the land.

3 RIDE 'EM COWTHING!

Rayman has to do a lot of dangerous stuff before he can save his pals. How about rodeo riding on a mad rocket or water-skiing after a disoriented sea-creature. Each of the sub-games is easy to control and looks absolutely stunning!



▲ Rayman has to rescue the poor sea-creature before it offers its help. After a brief rescue mission it's time for some mad water skiing. It's wet, but wicked!

◀ The rocket riding sequences never cease to amaze. Rayman has to ride it haphazardly through the levels. Wow!

4 CUTTING UP SMOOTH!

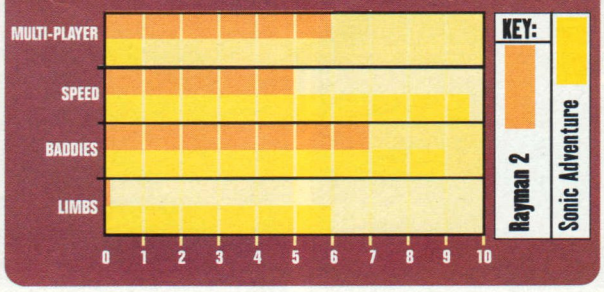
Numerous cutscenes seamlessly bind together the storyline throughout the game. A thing of beauty.

▲ Razorbeard is the meanest of all space pirates, but he's also the smallest.

▲ Rayman has to collect four masks to save Polochus the Magician.

YUMPIN-YIMINY A YOUBLE-YEKKER...

Rayman 2 vs *Sonic Adventure*! How much does our limbless hero have to do to beat the bushpig?



JUDGEMENT

PRESENTATION
The graphics are smart and colourful plus there's a great attention to detail.

GAMEPLAY
The DC-pad works perfectly for this kind of game and it's very easy to learn Rayman's controls.

LIFESPAN
A ton of secret routes and hidden levels plus a multi-player feature that's hilarious.

THE BEST BIT
The graphics are awesome. It feels great to take Rayman through his wonderful world.

THE WORST BIT
The problem with this genre is that most things have already been done before.

If *Sonic Adventure* wasn't enough to satisfy your needs then *Rayman 2* is a must. And you get the chance to beat some intergalactic pirates too.

90%

If you like this...
Sonic Adventure is still the best platform game on Dreamcast and apart from *R2* there's not a lot else.

DATA ▶ FORMAT REVIEWED: PLAYSTATION | PUBLISHER: CODEMASTERS | OUT: APRIL | CALL: 01926 814 132 | PRICE: £35 | PLAYERS: 1-8 | DEVELOPER: CODEMASTERS | OTHER FORMATS: NONE

The Machines have become Maniacs, you can still have up to eight players at once but it still fails to improve on the original. Erk...

MICRO MANIACS

***Micro Machines V3* was the PlayStation's template for multi-player racing fun, with only the likes of *Circuit Breakers* and *Crash Team Racing* able to give it a run for its money in the cartoony race-em-up stakes.**

Its sequel – originally dubbed the rather obvious *Micro Machines 4* – has been a long time coming. And, by now, you'd expect Codies to have come up with something a bit special...

1 DRIVE!

There are still certain tracks where you can get involved with a bit of *V3*-style vehicular activity.

▲ These little jet skis allow you to get involved in a bit of water-based action.

▲ It's the bee's knees! Well, bee's back, actually, but there you go...

▲ Bit of a Tony Hawk-style flava going down here on the half-pipes.

NO CHANGE

The core of the game remains pretty much unchanged. Race around circuits mapped out in household and garden environments, collect power-ups, avoid falling off ledges and gain enough distance between yourself and the other racers to knock them off the screen and win points. Repeat until one player scores enough points to win the race outright.

CARLESS

Unfortunately, rather than sticking to the tried 'n' tested vehicles of yore, *Micro Maniacs* has instead been 'updated' to feature a posse of odd-looking semi-human characters. Which is the central reason why *Maniacs* has gone the shape of a pear.

Micro Machines – the cars, tanks, buggies et al – were great. *Micro Maniacs* – a bunch of genetic experiments gone wrong – are not. For starters, the handling is really strange. They skid round corners in typical arcade racer stylee despite the fact that they have a pair of trainer-clad feet instead of wheels, which is really quite disconcerting.

OF COURSE

The courses themselves lack the imagination of *V3*'s and, worse, it's far too easy on some circuits to completely lose track of where you're meant to be heading. There's an all-new set of power-ups though, including a rather nifty device that puts you on level-pegging with the player ahead.

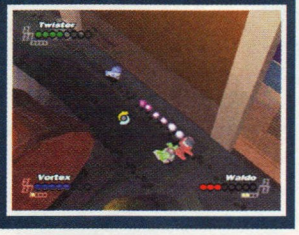
The single-player Challenge mode offers a more traditional style of racing, with the aim being to progress through increasingly tricky rounds. Do well enough and you'll unlock new courses.

Sadly, there's very little in *Micro Maniacs* that hasn't already been done just as well – if not better – in the four-year-old *Micro Machines V3*. An unfortunate example of tampering with a winning formula.

◀ Dodge the hobs or you'll get grilled. Not yer average obstacle that you're likely to come across in a racer.

2 TOOLS OF THE TRADE!

There's a whole new selection of power-ups for the *Maniacs* to make use of. Along with traditional missiles and mallets, you'll find gems such as force-fields, auto-targeting attacks and bubbles in which everyone becomes trapped. Weird!

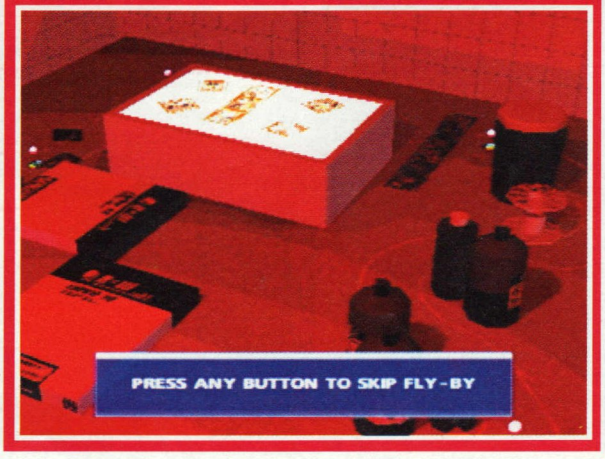


▲ Quite what a PlayStation 2 is doing in the game is anybody's guess.

▶ Get to the bottom of this and you're splatted against the wall. Ouch.

3 SUMMIT PLUMMET!

Before you start each race, there's a handy 'fly-by' that gives you an overview of the whole track. It's well worth keeping an eye out as being able to anticipate the sharp corners and jumps is essential if you're to better your opponents. Watch that table edge!



GAMES MASTER JUDGEMENT

PRESENTATION

Lacks the charm of the original and there's no significant improvement in the graphics.

GAMEPLAY

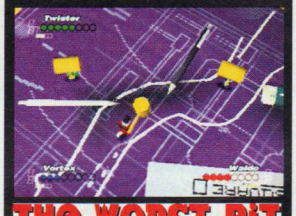
Handling can get frustrating, as can the fact that it's way to easy to literally *lose* the course.

LIFESPAN

Well, if ever you have seven mates round of an evening, this is the game to play.

THE BEST BIT

Whopping someone with one of the mega-powerful weapons is always wickedly entertaining.



THE WORST BIT

The fact that all the little vehicles of old have been replaced by miniature *runners*.

Not a *terrible* game by any means, it's just really disappointing after the cavalcade of wondrousness that was *Micro Machines V3*.

72%

If you like this...

There's *MM V3*, *Circuit Breakers*, *Speed Freaks* and *Crash Team Racing* which all cut it on the PlayStation.

c: Netscape Online

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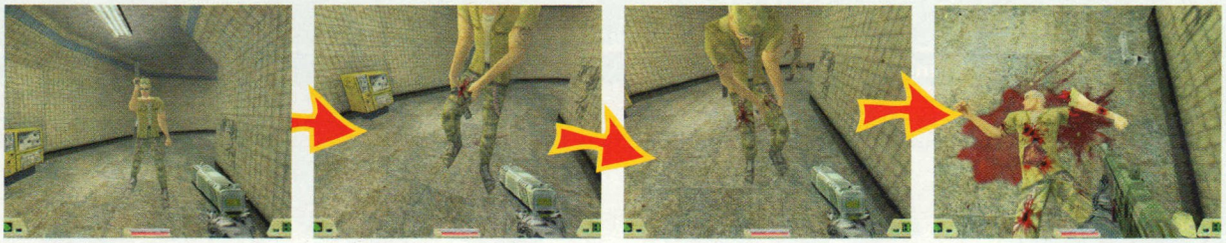
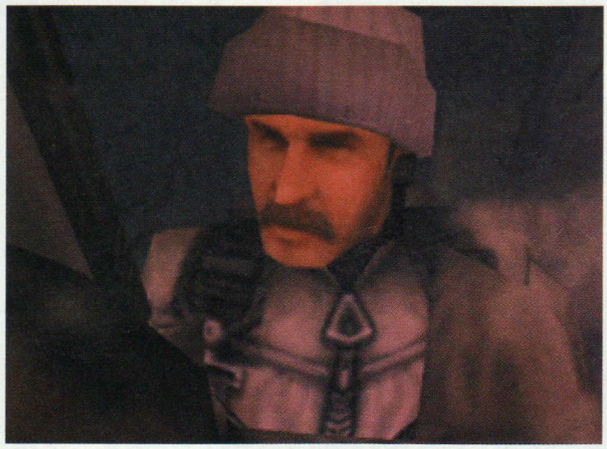
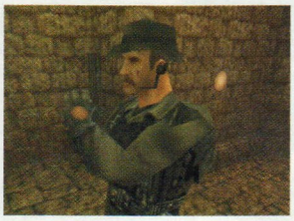
Blood, guts and big moustaches. It's what the mercenary life is all about. Follow John Mullins as he maims his way around the world in eighty ways.



SOLDIER OF FORTUNE



▲ Saddam Hussein: nice moustache, shame about the human rights record.



▲ Inter-mission game engine FMV shows off all of John Mullins' different outfits.

Like the life of real mercenary John Mullins, whom the game is advised by and based upon, *Soldier of Fortune* puts plenty of emphasis upon some serious shock tactics.

The level of gore and dismemberment has been highly profiled and is every bit as graphic as promised. As the blood clears, however, there's still a solid game beneath the eviscerated skin.

GHOULISH

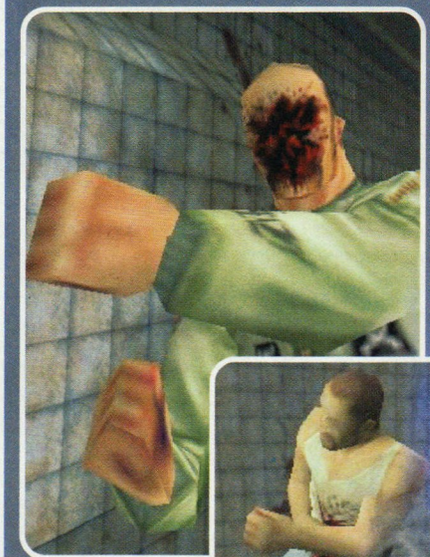
Just how long can the *Quake 2* engine keep on going? *Soldier of Fortune* shows that there's still life in the old dog of war yet. Raven have made some serious modifications, of course, and this is evident in the superlative texturing, smooth animations and specific location damage. And there's a new control system that allows the player to lean around corners – a technique employed by your enemies as well!. Many of the best new engine features have been made possible by Raven's GHOUL rendering system. The two features that are of most interest are the 26-location damage areas on the human models and the per-polygon collision physics. To you and me this means that you can shoot off arms, legs, hands and feet and even send a terrorist's weapon spinning away from him with a well-aimed shot. The death and pain animations that accompany such actions are disturbingly realistic, with victims hopping around, clutching shattered limbs, or trying to hold in spilling guts. Head shots leave gross exit wounds at the back of the skull and blood spatters realistically onto the surrounding architecture, pools on the floor and seeps into the snow.

CORPORAL

This corporal detail is not just there to satisfy the gore-hungry, but adds considerable tactical depth to the game. Ammunition doesn't lie around arcade-style and is a precious commodity. This means that head shots and disarmament are economic tactics in attack, and body armour is essential in defence to prevent the realistic possibility of 'one-shot-and-you're-dead'. The ability to tool up before a mission is a nice feature that adds a taste of RPG

1 LOCATION DAMAGE!

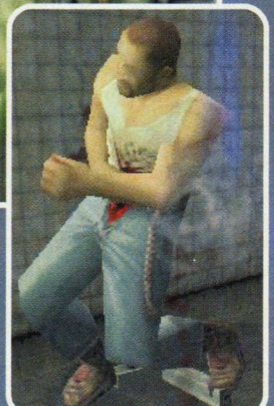
The GHOUL renderer allows you to shoot a body in 26 different places, all on one victim if you really want to reduce him to a stumpy torso. Knife slashes are mapped to where you strike and persist, as do throwing knives, which can be retrieved from the corpses.



▲ The head shot is the most efficient way to take out an evil terrorist.

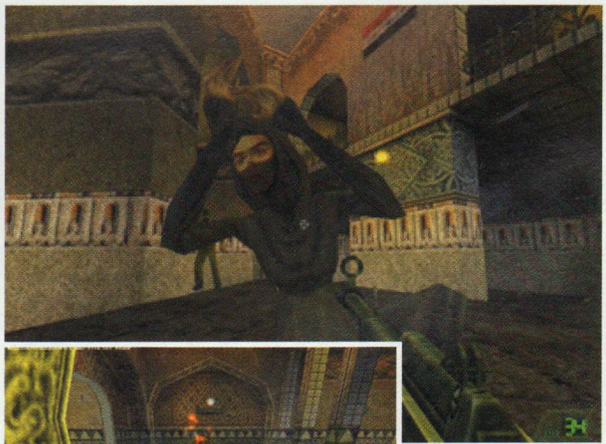
▲ A groin injury is just below the belt – wince!

▲ A pistol shot in the arm can disable, but a shotgun can take the limb clean off.



► The stomach wound can be very messy, with drooping coils of guts.

◄ Put a slug in someone's leg and he'll hop around in agony until you kill him.



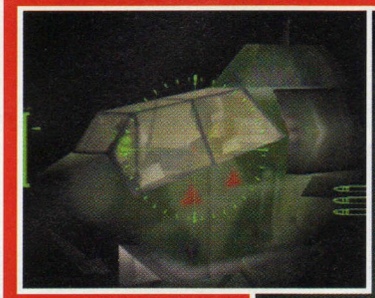
▲ The enemies vary in style with every mission location.

▲ The flame-thrower is great, but burning terrorists can set you alight as they panic.

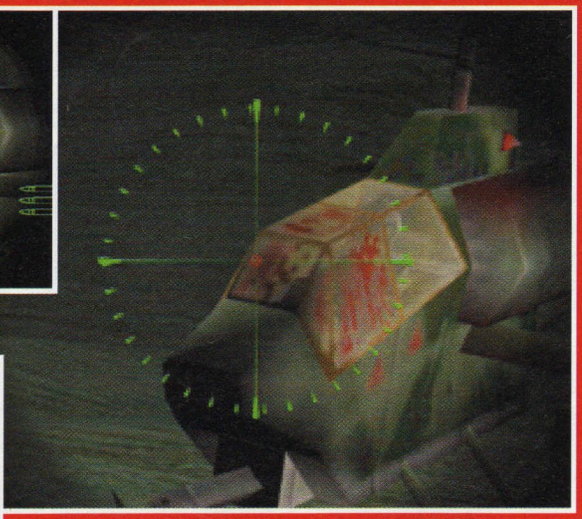
▼ Weapon animation is superb, with muzzle flash, brass ejection and reloading.

2 STRICT ROTATION!

Soldier of Fortune can be a thinking game. You could waste most of your ammo taking down an attack helicopter, but why not just get the pilot in your sniper sights?



▲ Targeting a slewing chopper from a moving train is not easy.



◀With the pilot out of commission, there's nothing the co-pilot can do to stop this bird dropping from the sky.

▲ The effort is worthwhile when you reap the satisfaction of spreading pilot-juice all over the helicopter cockpit.

to the shooter genre, but as you quickly pick up weapons from your dead enemies, it's not as significant as it initially seems.

INTELLIGENCE

The AI of the terrorist opponents is a little patchy. At times it is very impressive with soldiers leaping down from higher levels, rolling sideways to dodge your fire, running to activate alarms and reacting to them. Groups on patrol will split up, a couple coming at you fast, while a couple hang back and cover. All the animations that go with these AI activities have been artist-scripted and are not at the unrealistic mercy of a numbers engine, so when the AI is on form, it really looks great and presents extremely challenging opponents. However, there are still some horrible glitches. In one instance, two guards stand together, smoking and talking. If you take one of them out with a sniper shot to the head, the other nonchalantly finishes his cigarette, blathering on to the dead body as if nothing had happened. Occasionally you also come across an individual who is staring or aiming straight into a wall. Despite this the new texture detail is wonderful, but it's a little inappropriate to be admiring scratches in the rust, or crenellations in the plaster when John Mullins is coming at you with a flame-thrower.

WORLDWIDE

The levels take you to a wide variety of locations, as Mullins attempts to rescue some rogue nuclear warheads from an international terrorist gang. They include New York subways, Kosovan sewers, Siberian underground bases, Iraqi palaces, Sudanese railways, Japanese office blocks and German castles. Such diversity means that you will never suffer from 'corridor syndrome' and the amazing variation in textures of both buildings and enemies never tires the eyes. Less exciting are the frequently linear missions. While it's no fun getting lost for too long in this sort of game, the balance is too uneven in *Soldier of Fortune* and it's usually pretty obvious where you're meant to go next. Environments are very interactive, however, adding features such as timed escapes through pipelines, destructible walls and some great land and air vehicles including an entire level on a moving train. *Soldier of Fortune* represents some excellent tweaking of the first-person shooter genre but its chief legacy will be in upping the blood stakes.

3 MAD HATTER!

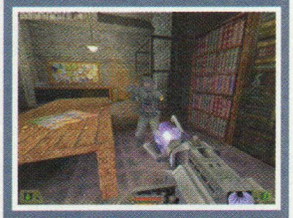
The per-polygon physics engine allows you to shoot weapons from enemy hands, but also permits you to shoot off glasses and hats, it's so accurate. This engineer is in for a surprise as Mullins targets his helmet and sends it spinning.

▲ He's only a misguided engineer in the employ of terrorists, so John Mullins spares his life, leaving him with a cracking headache and a large hat bill.

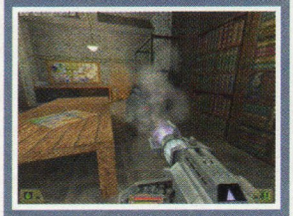
◀The helmet is sent several metres down the corridor, Clint Eastwood style.

4 SWELL!

The microwave gun zaps the poor victim with a high energy blast, causing him to swell up and explode in a red haze.



▲ A terrorist should always be cooked on high for just a few seconds.



▲ There she blows! The torso swells to a taut size until the skin rips open.

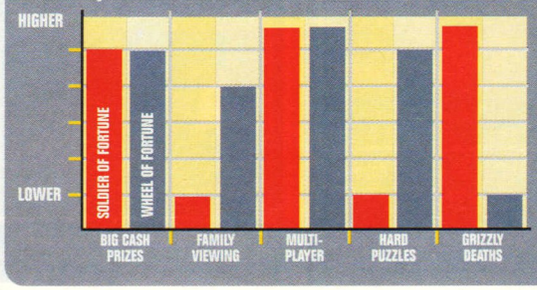
▲ The awesome power of microwaves. Beware mobile phone users.

▲ Not all the enemies are male. This Japanese Ninja is a real femme fatale.

▲ Ha, ha. Right in the funny bone.

O, FORTUNA!

So could John Leslie and Jenny Powell cut it in the rough-and-ready world of Mr Mullins? Let's see...



"YOU CAN SHOOT OFF ARMS, LEGS, AND FEET AND EVEN SEND A TERRORIST'S WEAPON SPINNING AWAY FROM HIM WITH A WELL AIMED SHOT!"

JUDGEMENT

PRESENTATION

Although using the now ageing *Quake 2* engine, *Soldier of Fortune*'s GHOUL renderer ups the stakes.

GAMEPLAY

The hit-zones, weapon targeting, scarcity of ammo and complex controls all add depth.

LIFESPAN

It's a huge game with fantastic variation in mission locations and objectives plus a multi-player!

THE BEST BIT

Being able to target 26 different zones of an enemy's body with the zoomable sniper rifle.

THE WORST BIT

The AI of the terrorists can be very erratic, fluctuating between high tactics and plain stupidity.

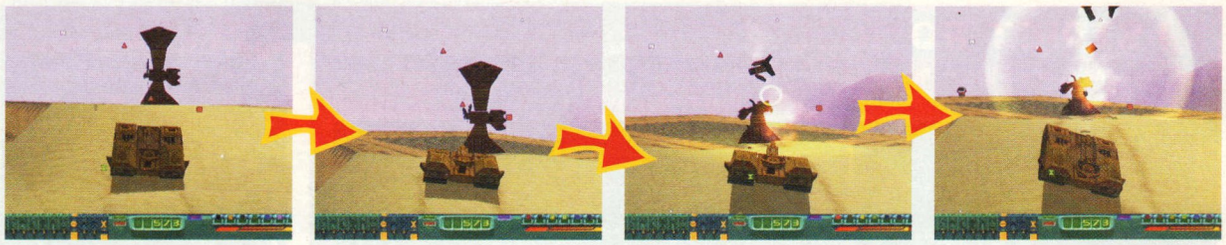
The attraction of *Soldier of Fortune* is the realism and diversity of action and environment. A thoroughly immersive experience.

85%

If you like this...
Try *Half-Life: Opposing Force* for superior AI, similarly realistic weapons and interesting levels.

DATA ▶ **FORMAT REVIEWED:** DREAMCAST **PUBLISHER:** TAKE TWO **OUT:** NOW **CALL:** 01753 854 444 **PRICE:** £40 **PLAYERS:** 1-2 **DEVELOPER:** DMA DESIGN **OTHER FORMATS:** NONE

The robots have got themselves a new hobby. They're collecting planets. Three have already been lost and it's up to you to clean up the mess.



WILD METAL

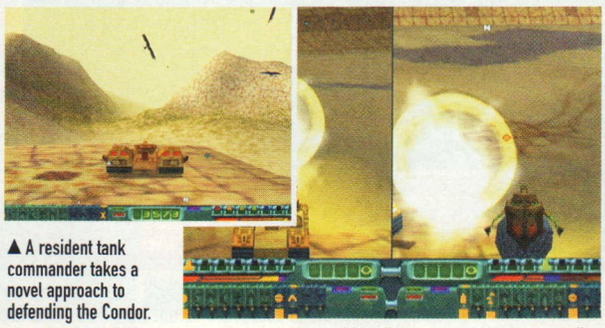
***Wild Metal* doesn't flirt with the player. You're thrown out on the battlefield, without any mission objectives, no involving cutscenes and no dialogue between each level.**

You don't even know who you are or what you're up to. This may alienate some, but if you just give the game some time you will soon notice its depth.

WHAT i DO

So what is it about? *WM* is an action based tank combat game with puzzle and, er... strategic features. You choose one of five tanks and all the vehicles are reminiscent of animals and have different configurations. (For example, the Cheetah is fast but can't take too many hits.) The mission is simple: collect eight power cores on each level. It starts easy, but becomes increasingly more difficult as all kinds of junk turns up and tries to stop you.

WM is not a perfect game and it has a lot of flaws. First there's the repetitiveness. It can be rather dull facing the same environment for several levels in a row. There are three different planets and 21 combat zones, but DMA could have made it more user friendly.



▲ A resident tank commander takes a novel approach to defending the Condor.

MELLOW BLAND

The graphics are bland with the same textures repeated again and again, there's no in-game music and hardly any presentation at all. Despite these flaws *WM* is still fun to play. The learning curve is steep, so it isn't long before it's rock hard to find all of the cores.

The level design is also sophisticated and includes a rather high level of AI, plus there's a brilliant two-player mode as well.

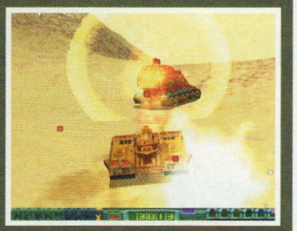
The game will mainly appeal to hard-core gamers, but is still definitely worth a look beyond the first few levels.

◀ The graphics are miles from *Soul Calibur* and *Rayman 2*, but at least everything blows-up nice and smoothly.

▲ There's no problem taking out the tanks, but when they come four at a time, then we're talking big trouble.

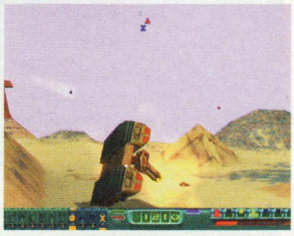
1 CRAMPONS!

The landscape is covered in high mountains and the cores are hidden in the most hostile places. Several obstacles have to be taken out, like the fences that are connected to generators. And then there are all those enemies across the planet to deal with as well!



▲ All the tanks are named after animals. How about going up against a Buffalo?

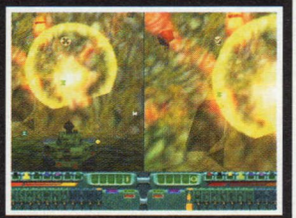
◀ Hmm, how do I access the goodies? Take out the generator and cruise on in.



2 TWO TO TANK-O!

One of *Wild Metal*'s strongest features is the two-player mode that ensures weeks of play. It's kill or be killed time.

▲ There are several different modes to choose from which'll keep you busy.



▲ It's Rhino vs Bulldog. Rhino seems to be none too well after that hit.

JUDGEMENT

PRESENTATION

What presentation? Don't expect any surprises in the form of next-gen graphics and visuals.

GAMEPLAY

The physics in the game are just spot on! Your tank moves around on the screen perfectly.

LIFESPAN

There are over 20 levels that will take weeks to beat and the two-player mode is really nice too.

THE BEST BIT

The intelligent combination of genres. It's an action game with puzzle and strategic elements!

THE WORST BIT

The lack of presentation. We're in the 21st century now and should expect some kind back-story.

Hardcore gamers will love *Wild Metal* 'cos of its basic approach, but here's hoping there's a sequel with better presentation.

72%

If you like this...

Then take a look at *Tiny Tank* or *Battle Tanx*. *Wild Metal* is one of a kind on Dreamcast.

CASTLEVANIA LEGACY OF DARKNESS

is this a proper sequel or just the game that the last *Castlevania* ought to have been? Take a good look, now... there's a lot at stake!

1 NEWBIES!

The two new characters are Henry, a pistol-toting vampire hunter, and Cornell, a kind of half-man, half-wolf thing.

▲ So where does he get those pistols from? Time travel, perhaps.

▲ Cornell has some pretty smart special effects when he's in the mood.

▲ The lock-on targeting system works like the one in *Zelda*, except it isn't as reliable. It's easy to lose your target.

► Some of the old locations from the first game have had a fresh lick of paint.

First things first – if you've played the other *Castlevania* on the N64 then you've already played most of this.

It's exactly the same game, with the addition of two extra characters and some new levels. The fact that it was originally going to be called *Castlevania Special Edition* is a dead giveaway.

It's still a decent game (the original scored a reasonable 78%) but it's a bit of a cheek asking people to shell out another £40 for something a lot of us have played, finished, and shoved to the back of the games drawer to gather dust.

▲ If only the game was this spectacular all of the time. Still, a few classy scenes from time to time are better than nowt.

DEJA VU

So unless you liked the original so much that you can't wait to see a little bit more, we wouldn't recommend buying *Legacy of Darkness*. Of course, if you're new to *Castlevania* then you might want to check it out.

▲ You'd better watch your step on this icy bridge. Below you lies a bottomless pit. No, really – it's bottomless.

The game is set eight years before the original, and the new characters add some replay value.

JUMPER

Technically, it's still a first-generation title, and the likes of *Shadowman* make it look dated. There's still far too much reliance on dull platform jumping, with the horrible camera leading to some truly impossible situations. It sometimes flips in front of you without warning, causing you to fall and die at irregular intervals.

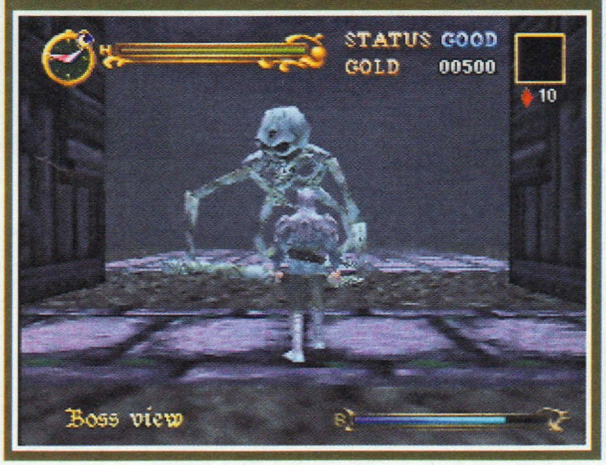
That's the first thing the designers should have sorted out before going overboard on new bosses and a revised plot. Ultimately, we would have been better off with a conversion of the far superior 2D PlayStation *Castlevania*.

2 CRITTER ALERT!

All of the showpiece bosses from the first *Castlevania* are included, along with a few impressive extras. When one of these beasts shrieks into view you're in for a tough scrap.

▲ When this beast rises from the water, prepare for brown trouser meltdown.

▲ How many wings does a flying bird thing need? That's just showing off.



JUDGEMENT

PRESENTATION

Still muddy and foggy, although the bosses look brilliant. The soundtrack is very good too.

GAMEPLAY

Superb at times, but annoying in far too many places. Hit a switch, kill a skeleton, fall off a platform.

LIFESPAN

With four characters to play with, it's certainly got more to offer than the original *Castlevania* had.

THE BEST BIT

The atmospheric cutscenes are worth watching, as are the boss intro sequences.

THE WORST BIT

The way the characters seem to skate over the floor. Leads to far too many accidental deaths.

Don't write it off if you didn't play the original, but this seems like too little, too late for *Castlevania* fans. Not the game we were hoping for.

70%

If you like this...

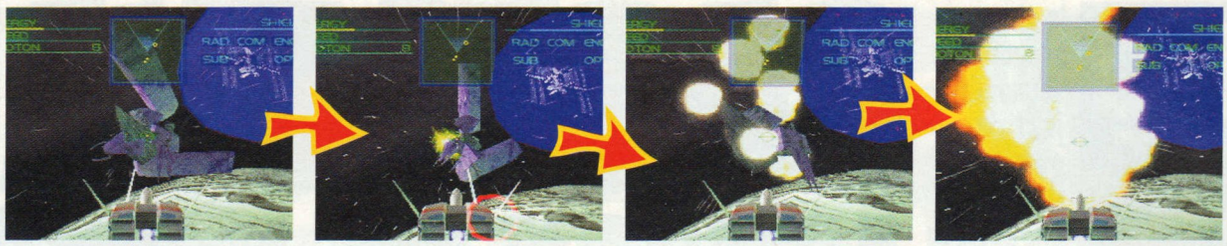
Treat yourself to a copy of *Shadowman* or *Zelda*. They'll both blow you completely away.

PlayStation

Reviewer

Andreas Olsson

The sequel to *Star Blade Alpha* is here! The predecessor wasn't great but Namco have changed the control system and added more strategy and action. But is it enough?



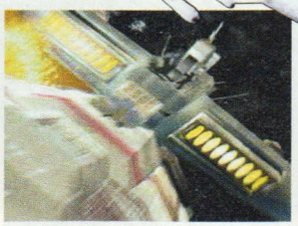
STAR IXIOM

▲ The enemies just get bigger and bigger, such as this *Galaga* alien.

◀ There are not many bosses, but occasionally will you have to face 'em.

▼ There's a neat starting sequence every time you leave your base.

▼ Some of the explosions are really colourful. Kaaabooom!!!



In *Star Ixiom* you play pilot Roy Hignick, a Team Gaia member, whose mission it is to prevent yet another alien invasion.

Tiresome scripts aside, one new feature is that there are now five different races to deal with. They range from the *Galaga* space bugs to the hi-tech race the Bosconium. Each has their own fleet of spaceships and bosses and several of the enemies are taken from classic Namco shooters such as *Galaga* and *Starblade*.

The gameplay is reminiscent of *Colony Wars* and *Blast Radius* with the addition that you always start off with a map of the area to help plan strategies. Then, once you've decided what to do, you can choose to warp directly to engage the enemy with either your laser beams or sub-weapons. The further you progress, the more ships, weapons and information become available.

AIM HIGH

The overall point of the game is to decide which aliens to take out first in order to save all the planets and bases in the area. You have to fly around the map like a mentalist to make it before your allies get invaded. The real problems start when you receive stressed calls from several planets at the same time. You have to prioritise, pick the right target and have some photons at your disposal – if you can't make it on time. These work like tactical A-bombs that you can use from a distance. Just fire them off and watch a whole squadron of baddies get nuked. The photons are just one of many strategic elements. If you've taken too much damage, or if your ship runs low on energy, you must return to a base or orbital satellite for repairs. You receive valuable information at each base and can choose a co-pilot for assistance as well.

GLOOMY

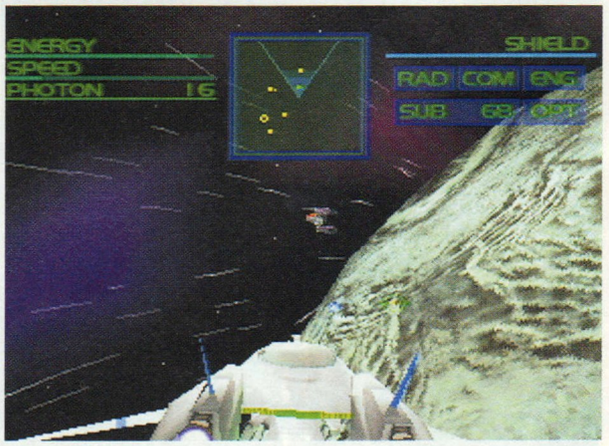
After hours spent on this game, we have to say that it looks rather dark, dashing our hopes that Namco had come up with another classic shooter. Sadly, this title fails in so many ways. The biggest disappointment is the actual gameplay which is some of the

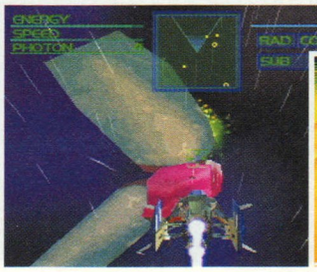
1 ALL SHIPSHAPE!

There's a wide variety of space ships to choose from and each craft has different handling qualities. Fast and manoeuvrable or slow and powerful sir? Hmm... decisions.

◀ One of the best ships available. It's very powerful, but lacks mobility.

▼ The Ogre-Header is an average ship and it's perfect for dogfights in space.





▲ You'll never get the chance to fly closer to the surface than this.

STAR IXIOM

▲ The inventively named Boss Galaga is one of the hardest of the Galaga race.

▲ You can do all kinds of tricks with your space ship, like loops and light speed.

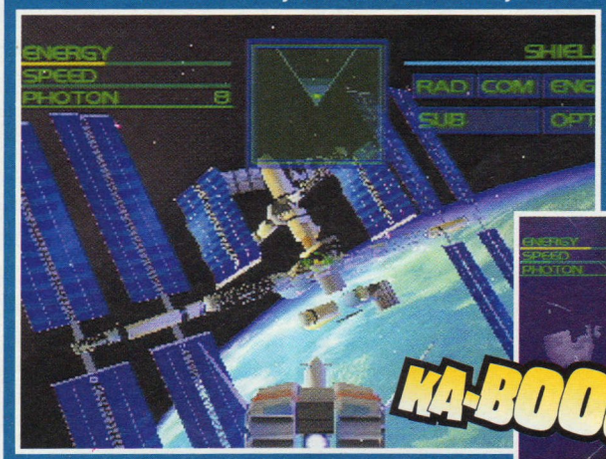
most repetitive we've seen in a long time. Once you have eliminated all the aliens in one area it's on to the next for more of the same. There are some bosses and some bigger enemies, but where are the massive star fleets as seen in *Colony Wars*? There's so much more for developers to experiment with in this genre, so why don't they? Some repetitive elements are fine as long as the actual missions are fun to play, but thanks to the incredibly stupid AI all your actions feel meaningless. And don't expect to see the usual standard of graphics from Namco as the visuals are among the worst they've ever produced. The polygon rate for each enemy is just ridiculous.

OLD SKOOL

Despite, good old nostalgia in the form of well-known baddies and music, *Star Ixiom* is a major disappointment. The developers could have done so much more with this concept and we're still waiting for a new and classic space shooter worthy of Namco's talents.

2 STRATEGY PLANET!

The Conquest mode is more action-based compared to the Command mode. You'll be given a randomly created map of your galaxy that shows the location of the five different alien races and your friendly objects. Now fight your way through numerous battles and save your sweet little solar system.

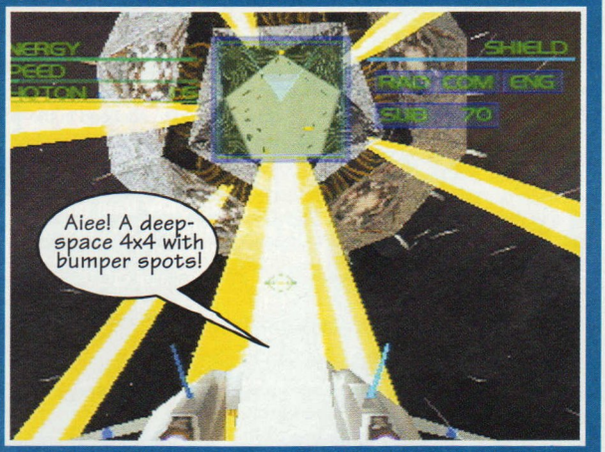


▲ The orbital satellites fuels you up if you need some power. There's one per planet but they do get destroyed if the planet gets invaded.

▲ The space labs are loaded with Einsteins that invents stuff for you.

▼ Particle effects are nearly standard today and *SI* is no exception.

▲ You pick your targets and fire photons on this map before each mission.



▲ One of the hardest bosses is this space station that will blow you back to Earth if you're not careful. The poor pilot on this pic is about to be char grilled.

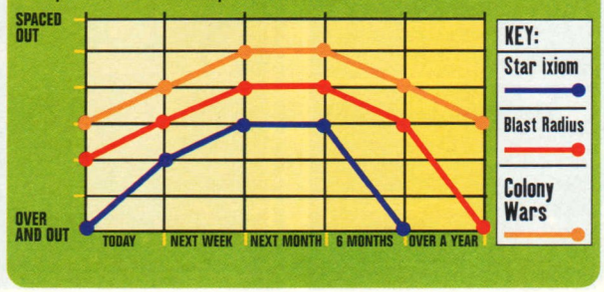
3 STARLIGHT EXPRESS!

On the training mode you're sent out in the middle of the galaxy to destroy some enemies. The mode is to help you get used to the controls and a life without gravity before pitting yourself against ET.

▲ You can walk around inside your base between the missions. It's here you get new ships and weapons as well as necessary information about your enemies and missions.

DARK STAR...

Want to know for how long you will enjoy *Star Ixiom* compared to the competition? Look no further!



"PHOTONS WORK LIKE LONG RANGE TACTICAL A-BOMBS. FIRE ONE OFF AND WATCH A WHOLE SQUADRON OF BADDIES GET NUKED"

JUDGEMENT

PRESENTATION

The graphics are complex but poor, although there are a wide variety of ships and weapons.

GAMEPLAY

Dispose of the aliens in minutes. In fact they hardly shoot at you thanks to some terrible AI.

LIFESPAN

A strategy based Command Mode and an action based Conquest mode. Sounds more fun than it is.

THE BEST BIT

The ability to walk around the bases. You can talk to the others and fiddle with your ship.

THE WORST BIT

The fact you're thinking of visiting your gran rather than zapping hoards of alien scum.

Star Ixiom could have been so much more. It could have been a fantastic game to rival *Colony Wars*, but it's ultimately just an average shooter.

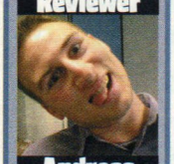
62%

If you like this...
Pick up any of the *Colony Wars* series, which are still the best. Also take a look at *Blast Radius*.

DATA ▶ FORMAT REVIEWED: DREAMCAST
PUBLISHER: SEGA
OUT: APRIL
CALL: 08456 909 090
PRICE: £40
PLAYERS: 1-2
DEVELOPER: AM1
OTHER FORMATS: NONE

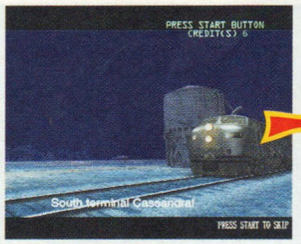
Dreamcast.

Reviewer



Andreas Olsson

Another zombie slasher is on its way. This time packed with a motley crew of oddballs. Can these three heroes save the day?



ZOMBIE REVENGE

1 KING RAT!

The bosses are one of the best features and there's at least one huge nightmare at the end of each stage.

▲ You'll need all your fighting skills to put this boss' lights out.

▲ The latest zombie invention is this mega-melt human laser. Wicked!

▲ How was your day? – Got fried by a giant zombie! – Nothing new then...

◀ The undead are lurking around everywhere and it's up to this feisty heroine to clean it up. Bring it on!

▲ The Gate Keeper is a nice little fella. Give him what he deserves!

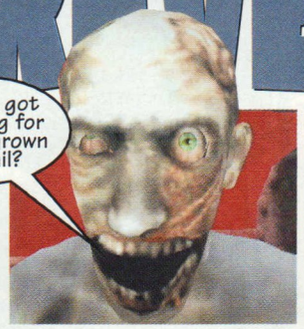
► You have to get past these two cuties before you get your wings.

The most complicated bit of this game is when you have to choose one of the three heroes.

After that you can put your brain on ice as it's all about killing zombies, hordes of them. There's nothing wrong with simple concepts and there's certainly nothing wrong with killing zombies, which have proven to be one of our favourite adversaries of late.

DEADLY

ZR is a spin off game from the *House of the Dead* series, but comes down to good old beat and shoot 'em all à la *Dynamite Cop*. Now just because a game was good in the arcades doesn't guarantee a success in the home, but Sega have given us highly enjoyable and arcade perfect ports such as *Crazy Taxi*. Happily, *ZR* is a flawless arcade conversion and the graphics are top notch with brilliant lighting effects and every single pixel spot on. That said, a brilliant conversion is not the only thing needed to succeed in the console market.



ARCADEY

This game is designed to make you slam in your hard earned every time you die and the computer seems to take the upper hand unfairly at certain times. You play with up to 15 continues and that's it but, trust us, you'll need more than that to beat this game – the unlimited credit option is sneakily locked away in the VMU mini-game.

There are only three buttons to use, hardly any combos and a level of repetitiveness that you quickly get bored of. However, there is something about it that keeps you plugging away.

WEAKLING

ZR does feature some modes that can't be found at the arcades, like the two-player versus option for example. The problem is that no one will even bother with these 'cos of a far too basic fighting engine. This game is a laugh at the arcades, but a real disappointment on the Dreamcast. *Zombie Revenge* has groovy character design and some of the best graphics seen on DC so far, but suffers without a proper combat engine. The cool factor is still high though and the game will appeal to any fan of full-on action titles, but think hard about what you're getting for your money before you throw away £40.

2 GUN RUNNER!

If you happen to bump into a zombie holding a flame-thrower or some other nice weapon, it's just a case of beating the living daylights out of him and taking it for yourself. Yeah, flame-out daddio!

◀ The zombies are in bad need of some plastic surgery. Feel free to start the operation with your shotgun!

3 MODEY BLUES!

Sega have included some new modes to increase the lifespan. Unfortunately, most of these are pretty dull. There's a one-on-one fighting feature with loads of combos available and a Boss Attack mode where you only play against the level guardians. Exciting? No.

JUDGEMENT

PRESENTATION

A flawless conversation from the Naome based original boasting pixel perfect graphics. Nice one.

GAMEPLAY

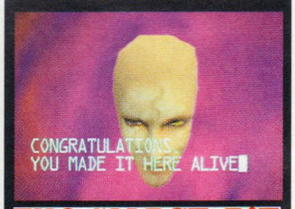
It's dull and repetitive. There's no fun playing to level five only to die and start all over again.

LIFESPAN

This game should stay at the arcades 'cos it simply doesn't last long enough. Most fun with a mate.

THE BEST BIT

The graphics and hilarious dialogue like, "He's the one making the zombies. We have to follow him!"



THE WORST BIT

It's embarrassing to admit that old-skoolers like *Double Dragon* and *Streets of Rage* kick *ZR*'s butt!

We've all seen this before. Some games make it from the arcades and some shouldn't even be considered for conversion.

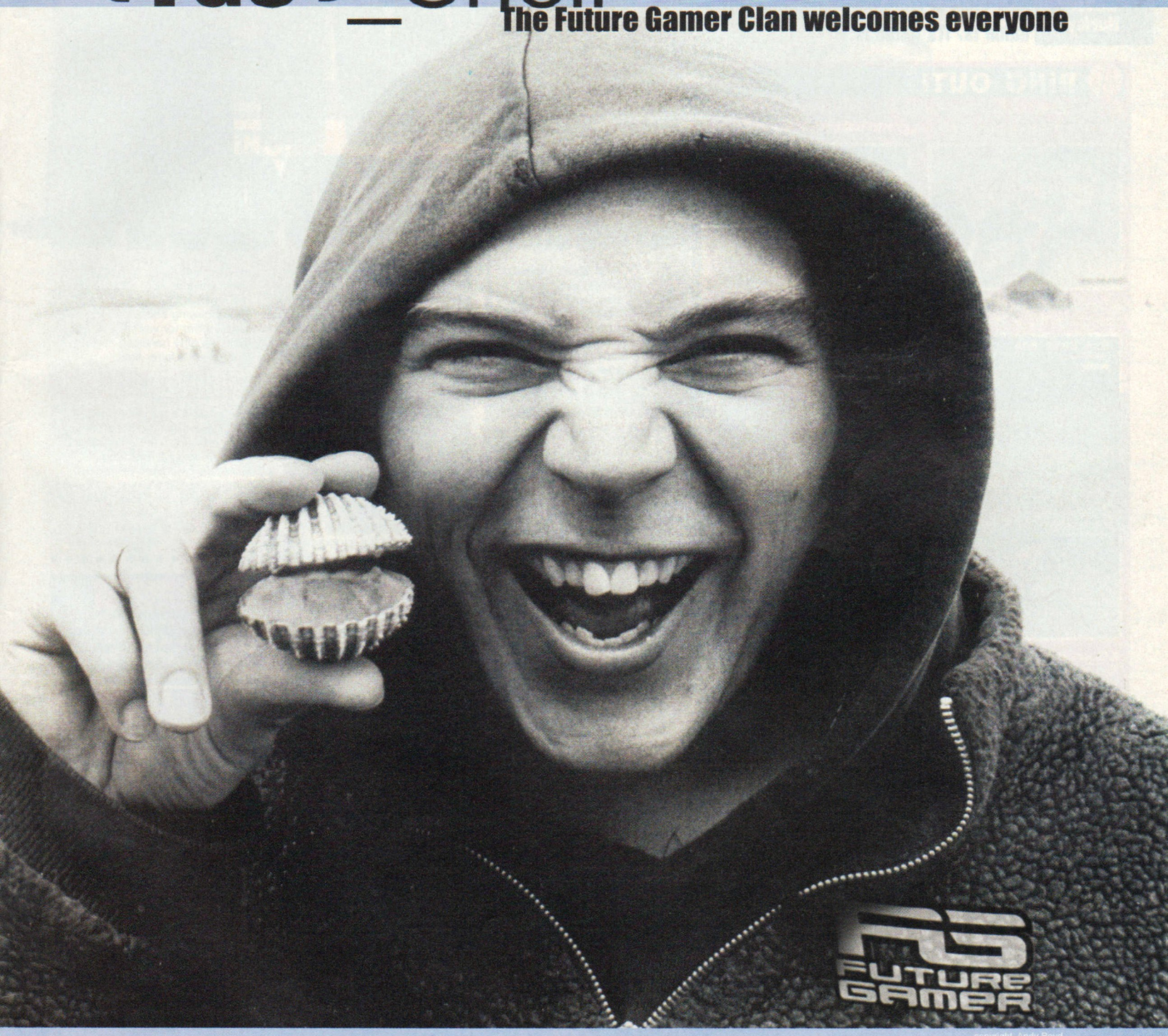
60%

If you like this...

Then have a crack at *Dynamite Cop* or *Fighting Force 2* for more of the same graphic quality and speed.

[FGC]_Shell

The Future Gamer Clan welcomes everyone



copyright Andy Boyd

[Future Gamer's readers are so impressed with the quality of this free weekly email games magazine, they've set up their own dedicated clan. However, you might just want to read the magazine.

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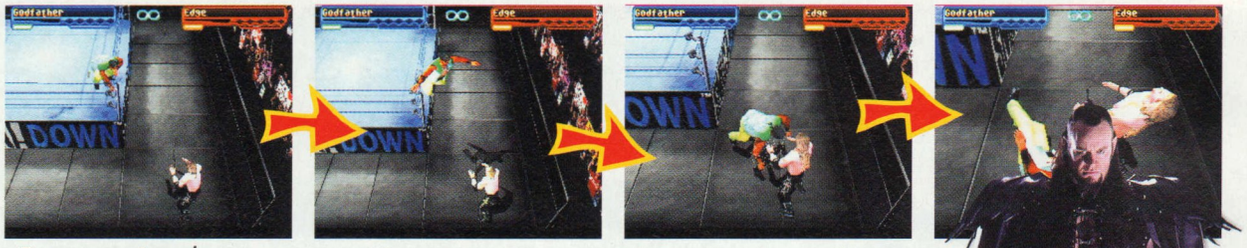
For a while there, it looked as if nothing would better the glory of *WWF Attitude*. But now there's a new King of the Ring, oh yes. And its name is, its name is...



WWF SMACKDOWN

THQ first dipped their toes into the world of WWF gaming action with the perfectly passable *Wrestlemania 2000* for the N64 and GBC.

To paraphrase the Ultimate Warrior though (something we often like to do here at GM), that was nothing but an appetiser to the power of *Smackdown* – THQ's first ever WWF game for the PlayStation. Might as well get straight to the point: this is simply the best wrestling game money can buy.

It looks fantastic. Each character is really sizeable and has loads of detail, making them the most realistic-looking videogame interpretations of wrestlers yet (how proud the developers must be). Equally impressive is the way each sweaty grappling fiend moves with the same nuances as their real-life counterpart. And for the complete recreation of that genuine sports-entertainment spectacle, each grappler's ring entrance is heralded by a *mucho* cool-looking video montage.

MOVER

The controls lack the intricacies of the combo system favoured by Acclaim's wrestle-em-ups but it does mean that it's a lot more intuitive and easier to pull off spectacular moves, so you can get stuck in straight away. And if you're playing someone who's loads better (or worse) than you, there's a nifty handicap system that allows a fairer fight.

GROOVER

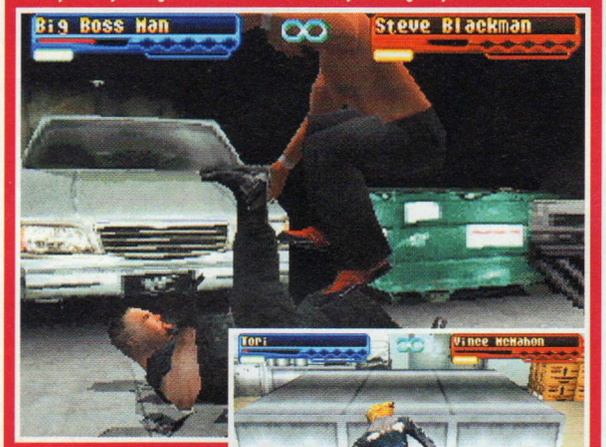
Obviously, it's got more modes and a wider variety of matches than you can shake a barbed wire baseball bat at – Tag Team, I Quit, Hardcore (you know the score), King of the Ring, Cage... so along with virtually every match variation that has ever appeared in any wrestling game there's also the brand spanking new Special Ref

1 RING OUT!

Our favourite part of *Smackdown* is the Falls Count Anywhere match that gives access to backstage areas.

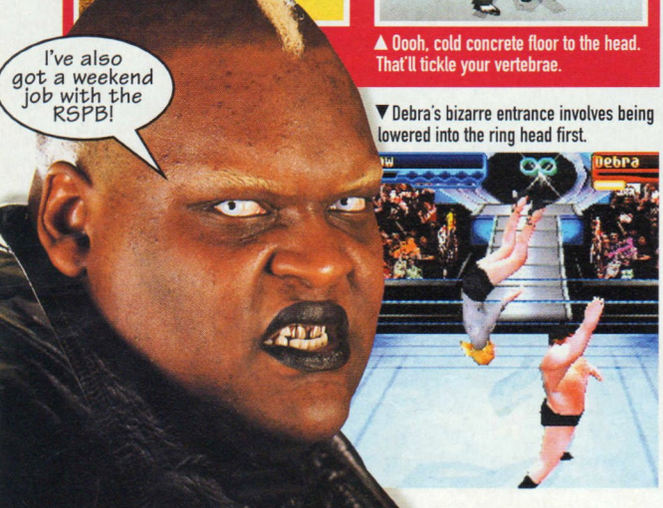
▲ The areas are connected so you can work your way through 'em all!

▲ Each room boasts its own unique array of foreign objects...



▲ No wonder Steve Blackman's the Lethal Weapon – he's obviously got no respect whatsoever for another man's testes. The filthy swine.

▲ Oooh, cold concrete floor to the head. That'll tickle your vertebrae.



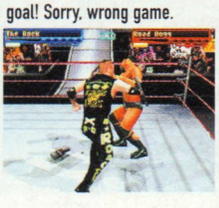
▼ Debra's bizarre entrance involves being lowered into the ring head first.

▲ Mop to the nads – that's gotta hurt. Be-*very*-ware in the boiler room.

◀ Tori misses the point when Vincent K tells her to get back in the kitchen.

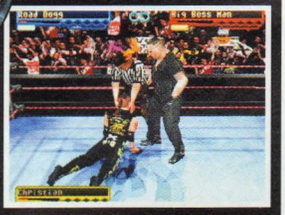
▼ Pull off a big move and you'll be rewarded with cool camera angles.

▼ He shoots, he scores, it's a goal! Sorry, wrong game.



2 Oi Ref!

Ever fancied donning a black and white stripy shirt? Then the Special Referee mode's for you!



▲ As the Special Ref you can be as biased as you like...

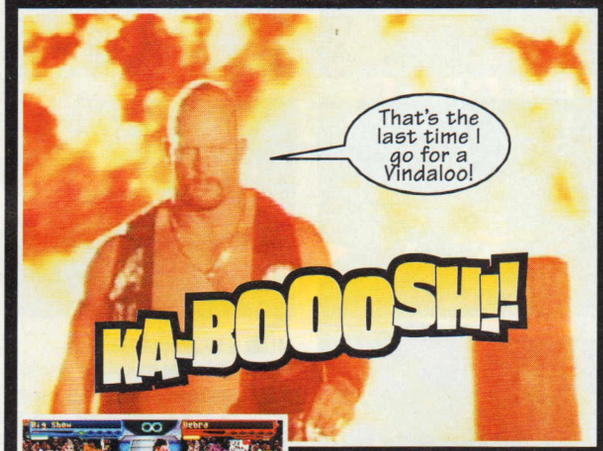
▲ ... and do blatantly fast or slow counts or even attack the wrestlers!

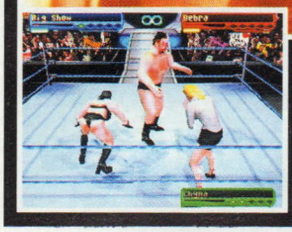
▲ Sadly, you can't pull off the Earl Hebner Montreal finish!

WWF SMACKDOWN

3 COME ON DOWN!

When you're on the wrong end of a nasty beating, having a bit of outside interference comes in very handy. It's not entirely fair but, if it wins you the match, who's moaning?!





▲ The intro vids are some of the sharpest you'll ever see, yes indeedy.

◀ That Chyna, what a lovely laydee she is. Not freaky in any way at all.

▶ The Rock: "By 'eck, I've fallen over and I can't get up." Stone Cold: "Did you know you've forgotten to take your watch off?"

mode (see box 2). But, best of all, unlike the folk behind *WCW Mayhem*, they've figured out how to do backstage areas properly (see box 1). Choose a Falls Count Anywhere match and you'll have access to a whole arena's worth of interlinked rooms including a kitchen, corridor, boiler room and parking lot. Each area includes a generous selection of objects that can be utilised as weapons, with our favourite being the trolley that falls out the back of an ambulance!

NO WEAKLING

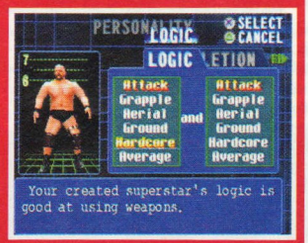
The game's main weakness is the create-a-wrestler mode which is significantly less flexible than that of *WWF Attitude*/*ECW Hardcore Revolution*. While it's possible to fiddle with statistics, including everything from fighting style to logic (or the distinct lack thereof), the appearance side of things is a bit lacking. For each body 'segment' you can choose from a ton of preset parts but can't actually tweak them. So there are 63 heads to pick from but you can't then adjust individual features. Hardly the end of the word, admittedly, but it's a shame when the rest of the game is so strong. The only other gripe is that the front end is so unashamedly ugly. Nothing you really can't live with though.

USURPER

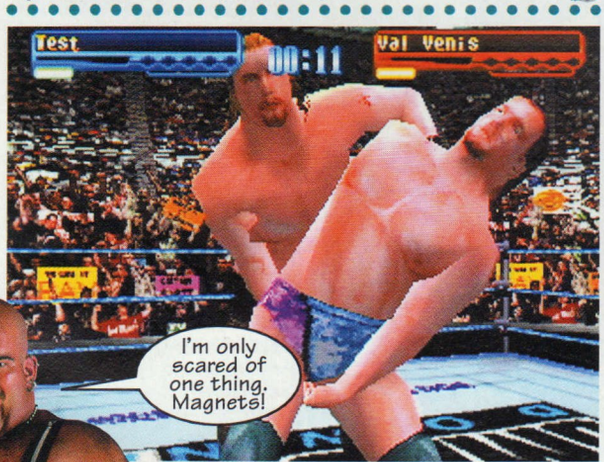
Much as we were expecting good old *ECW Hardcore Revolution* to be the inheritor of *Attitude*'s Ring Master crown, it's instead ended up going to the far fresher – and much more fun – *WWF Smackdown*. Grappleheads get it in!

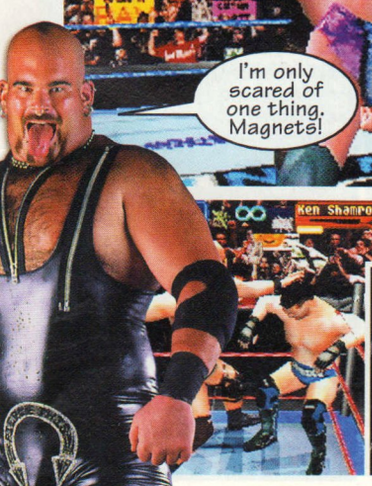
4 MUSCLE MECCANO!

The create-a-wrestler mode relies on preset body parts so this is one aspect where *ECW Hardcore Revolution* has the edge. While it's still possible to come up with some pretty grim-looking fellows, it lacks the flexibility of Acclaim's bestiary of outrageous components.



▲ Popping down the shops for a pint of milk is always somewhat troublesome for this unfortunate chappie.

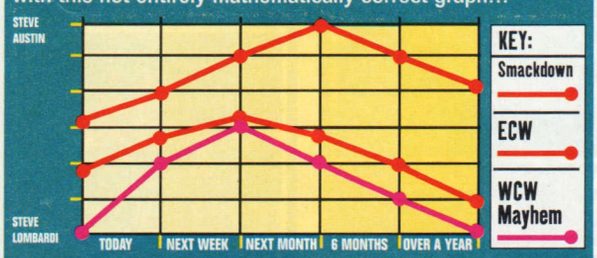




▲ Valerie seems to be having some difficulty with his Venis at the moment.

SMACK MY KETCHUP!

We placed these wrestle-em-ups head-to-head and came up with this not entirely mathematically correct graph...



"YOU NOW HAVE ACCESS TO A WHOLE ARENA'S WORTH OF INTERLINKED ROOMS INCLUDING A BOILER ROOM AND PARKING LOT!"

JUDGEMENT

PRESENTATION

Quite simply, the best-looking PSX wrestler in the land. The characters and arenas all look superb.

GAMEPLAY

The controls lack the intricacies of *ECW* but this can't be beaten for pure grappling fun!

LIFESPAN

Masses of modes and options, Multitap compatibility, the cool backstage areas... Lots!

THE BEST BIT

Brawling through the various rooms backstage and uncovering a plethora of lush weapons!

THE WORST BIT

The create-a-wrestler mode lacks the flexibility you'd expect from such a big-time grappler.

Significantly better than either *ECW Hardcore Revolution* or *WCW Mayhem*. If you're after a wrestling game, this is the one to get.

92%

If you like this...
Stick a Graeco-Roman Knucklelock on *ECW Hardcore Revolution*, *WWF Attitude* or *WCW Mayhem*.

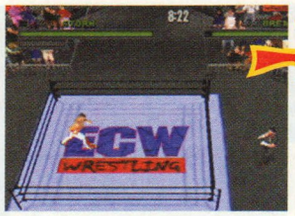
DATA ▶ FORMAT REVIEWED: PLAYSTATION | PUBLISHER: ACCLAIM | OUT: NOW | CALL: 0171 344 5000 | PRICE: £35 | PLAYERS: 1-4 | DEVELOPER: ACCLAIM | OTHER FORMATS: N64, DC, GB

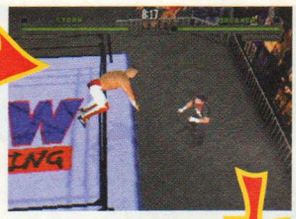
PlayStation Reviewer

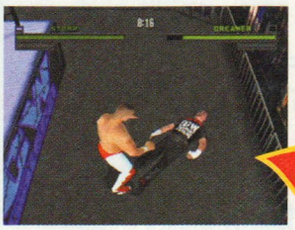
Oliver Hurley

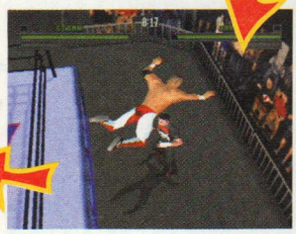
New licence, new game, right? Er, not quite as Acclaim go for the easy option. *Hardcore Revolution?* More like *ECW Attitude...*

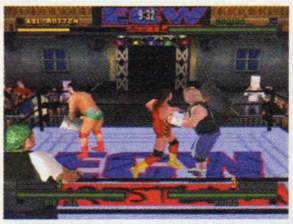
ECW HARDCORE REVOLUTION

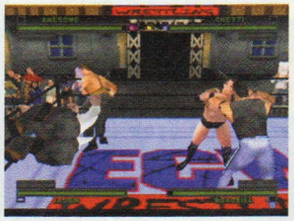












◀ Look at the muscles! Look at the mullets! Look at the similarity to *Attitude*!

Exciting times in the world of wrestling videogames, with the 'big two' publishers – THQ and Acclaim – releasing PlayStation grapple-em-ups virtually together.

While THQ, with *WWF Smackdown*, utilised an engine that has never been seen outside Japan before and came up with a fresh and innovative pseudo-fighter, Acclaim have done the complete opposite.

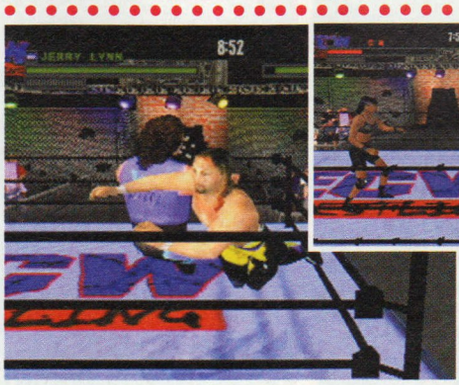
SAME SHAME

Despite having a brand new licence in the shape of hardcore loons ECW, the game itself offers *very* little that hasn't been seen before. It uses the same engine as Acclaim's last wrestler *WWF Attitude* and, different characters aside, you'd be pushed to spot any noticeable differences or improvements in the gameplay.

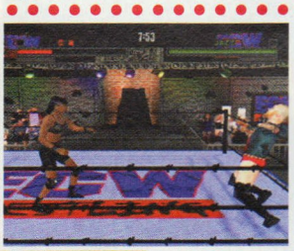
The main addition is the opportunity to have matches in rings where the ropes are replaced by strands of barbed wire which, despite garnering the game a '15' certificate, isn't half as much fun as it sounds. There's also far less bloodshed than you'd expect and no chance to replicate any of the more outrageous stunts performed in ECW arenas – such as New Jack's regular balcony dives or that old family favourite, the staple gun to the head. Tres nasty.

UPGRADED

All the usual suspects are there though. So you can have 'quick start' Exhibition matches, a wide variety of multi-player pile-ups, a Career mode along with the always amusing create-a-hideous-monstrosity feature. But this really does come a poor second to *WWF Smackdown*. While *Smackdown* is visually superior, it also includes a bundle of cool new features, not least the superb backstage fights. All that *Hardcore Revolution* can muster, meanwhile, is a (very) slightly revamped version of *Attitude* with a load of characters that most people have never heard of. And there's nary a slice of poontang pie in sight either.

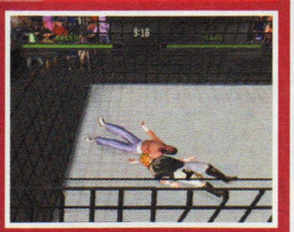


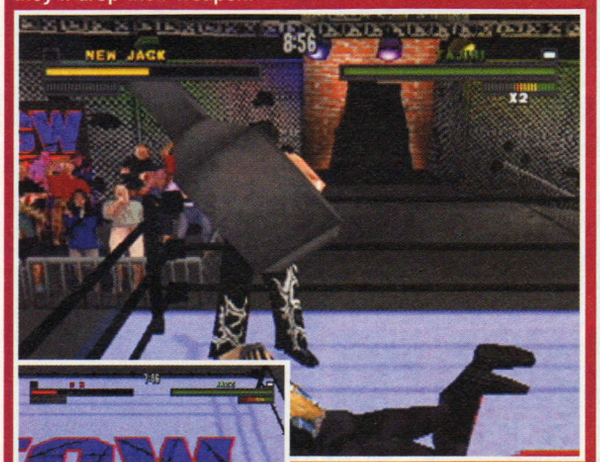
▲ "I think that I had too many Bacardi Breezers during the wrestling. Dave. I feel a bit queasy."



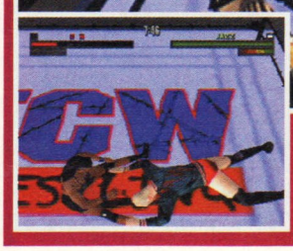
1 TOOLED UP!

This being the home of all things extreme, there's no shortage of 'speciality' matches or foreign objects with which to violate your opponents. Handy hint: if you're about to be smacked round the noggin, quickly kick your opponent and they'll drop their weapon.





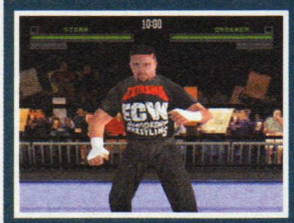
▲ Guitar case or unfortunate mutant growth? You decide...



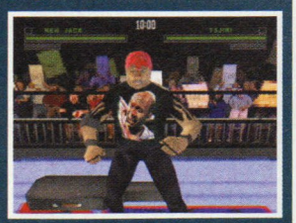
◀ As you can see, the barbed wire has shredded his back. Well, if you squint.

2 NE'ER DO WELLS!

Unlike the 'Superstars' of the WWF, ECW's crew consists of a much lesser-known bunch of grafters.



▲ Tommy Dreamer once said he wanted to die in the ring. The muppet.



▲ New Jack's famed for collecting stationery. He's very fond of paper clips.

JUDGEMENT

PRESENTATION

Nothing to grumble about, although it does pale when placed next to THQ's *WWF Smackdown*.

GAMEPLAY

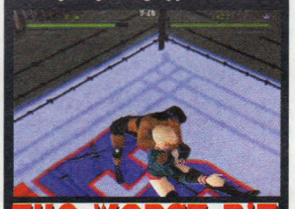
It *is* one of the better wrestling games around but it's almost identical to its predecessor.

LIFESPAN

Loads here – if you don't already own *Attitude*. Otherwise you'll soon be wallowing in a pool of déjà vu.

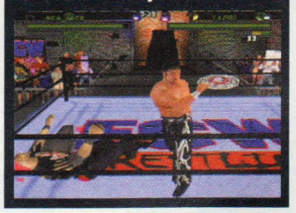
THE BEST BIT

Fighting within the confines of a load of barbed wire is certainly a novelty for jaded grapple heads.



THE WORST BIT

The moment you come to the realisation that Acclaim rushed this out and hence it's just like *Attitude*.



Not a *bad* wrestler by any means. But it's so similar to *WWF Attitude* that it hardly seems worth Acclaim's effort.

80%

If you like this...

Then you'll be wanting to get your sweaty little paws on *WWF Smackdown* pronto!

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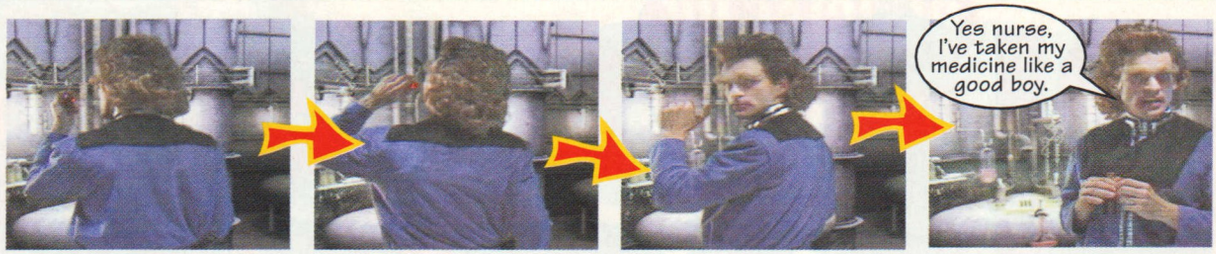
DATA ▶ FORMAT REVIEWED: PLAYSTATION | PUBLISHER: ELECTRONIC ARTS | OUT: NOW | CALL: 01753 549 442 | PRICE: £30 | PLAYERS: 1-2 | DEVELOPER: WESTWOOD | OTHER FORMATS: NONE

PlayStation

Reviewer

Alex Bickham

Despotic leaders, massive worms, heavy artillery and desperate pitched battles? Business as usual in the GM office, then.



DUNE 2000

Way back in the mists of time (well, 1994 to be precise) Westwood unleashed *Dune 2* upon the PC game-players of the world, and showed that strategy games didn't require hex-maps, turn-based play and dirty great beards to be an utterly playable experience.

1 FAMILY!

Never trust a Harkonnen... or an Ordos. But you can trust an Atreides, they're an honourable bunch...

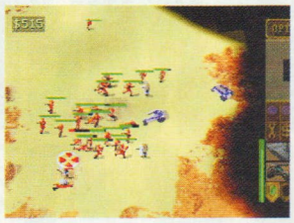
▲ House Harkonnen. Big tanks and brute force solve problems for this lot.

▲ House Oros field puny old weapons, but rely on underhand tactics to win.

▲ Choose Atreides as your house, and you'll find a solid, but basic force.

MUSTARD

So, six years on, they've re-released it... only, nothing's really changed. *Dune 2* may have been the forerunner to the ludicrously successful *Command & Conquer*, but by today's lofty standards, *Dune 2000* fails to cut any technical mustard. It's a rum old thing as, in some ways, it actually out-does *C&C*. The graphics, for example, are notably better, with polygon rather than pixel vehicles and structures.

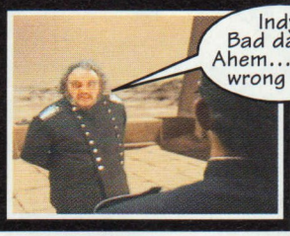


SAUCY

There are three different races to choose from, each with its own campaign and unit types, but it's not until you get through the first few missions that you'll notice it – the early vehicles and soldiers are the same for each side. Later on though, your army will have access to particular weapons that are denied your enemies. Play as House Ordos, and you'll eventually gain access to mobile rocket launchers that shower the enemy with clouds of poison gas, turning his own units against him. Sneaky. At the very top end of the tech-tree, each army gets a cheeky super-weapon that can sway the direction of a battle when used, most fearsome of which is House Harkonnen's Death Hand missile. Remember the base-demolishing Nod Nuclear Missile from *C&C*? This is where it all began.

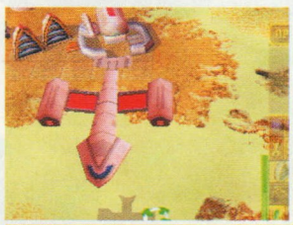
2 BRAIN DRAIN!

When you begin a campaign, you'll be assigned a Mentat to provide you with mission briefings. These super-brainy tacticians will offer advice, and give you hints as to what you can expect in the mission ahead.



NOT HP

Which all sounds fine and dandy, until you realise that this game is actually six years old, and even though the interface has been updated to be a touch more user-friendly, it's really just a sub *C&C* real-time strategy game. If you're a newcomer to real-time strategy, you may find lots here to interest you – at its best, it's good old tank-rushing fun. But if you got your teeth into the tremendous tactical treat that was *Warzone 2100*, you'll find little here to interest you.



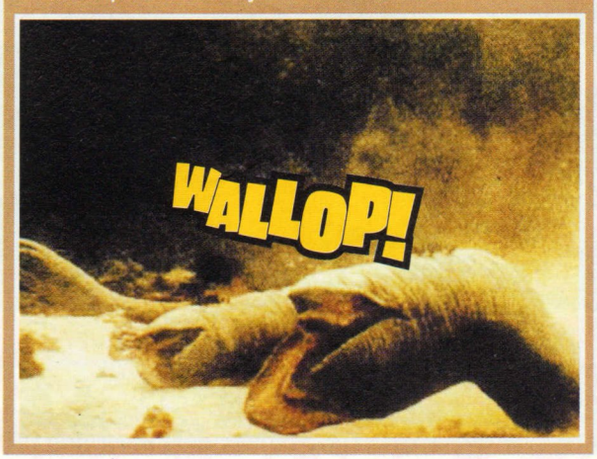
▲ Keep your troops off the sand or they'll be turned into worm food.

▲ Your conquest of the planet is marked out one zone at a time.

◀ Carriers allow you to place and repair vehicles as well as transporting your harvester back to base.

3 CONQUER SHAI-HULUD!

One neat-but-occasionally-annoying feature of *Dune 2000* is the roaming sandworms. Known by the desert people (or Fremen) as Shai-hulud, these segmented leviathans can swallow a harvester or any other vehicle in one gulp. Leave a force unprotected and you'll return to find them eaten.



◀ House Harkonnen wades into a couple of Atreides trikes. Beast Rabban will have a tongue sandwich tonight!

JUDGEMENT

PRESENTATION

Looks tasty, runs at a decent speed throughout, but lacks that essential spice. (Teehee!)

GAMEPLAY

Creakily basic real-time strategy. Ultimately disappointing, given it's the year 2000.

LIFESPAN

Even a two-player link-up mode won't stop you tiring of this old croaker after a while.

THE BEST BIT

Launching massive attacks against fortified enemy positions and breaking their defences.

THE WORST BIT

Getting your spice harvesters munched up by one of the ravenous Sandworms.

A good example of how real-time strategy games *used* to be made. Too basic to appeal to the modern strat-fiend.

69%

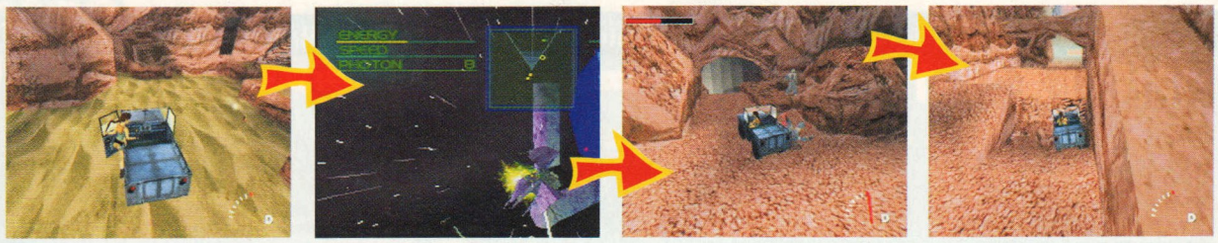
If you like this...

Try *Command &Conquer*, *Red Alert*, or the frankly excellent *Warzone 2100* for more strategic action.

DATA ▶ FORMAT REVIEWED: DREAMCAST | PUBLISHER: EIDOS INTERACTIVE | OUT: MARCH | CALL: 0181 636 3000 | PRICE: £40 | PLAYERS: 1 | DEVELOPER: CORE DESIGN | OTHER FORMATS: PSX, PC

Lara is back and she has to save the world! But wasn't that what she did last year, and the year before that and the one before that...?

▲ You better watch out 'cos your head won't stay in place otherwise. That would be a waste of such a pretty skull.



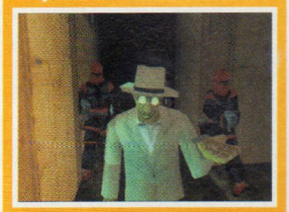
TOMB RAIDER: THE LAST REVELATION

Did you know that *Tomb Raider* hasn't always been exclusive to the PlayStation and PC? Back in '96 the first *TR* appeared on the Sega Saturn.

Unfortunately, the Saturn was never a commercial success so *TR* swapped allegiances and got tied up with PSX instead. But now Lara has finally come back to make her first appearance on a next-gen console.

1 ENEMY!

Of course there are familiar faces like the mummies, but there's also a new bunch of baddies who have better AI and improved mobility allowing them to climb and run... This time they mean business.



▲ Von Croy starts off as Lara's mate, but proves to be a bad ass.

▲ The giant scorpions won't let you go, so start wasting some ammo!

▲ Can you see Lara? She's hotter than ever thanks with this ancient snake.

▲ This is how it looks when an Egyptian god looses his temper.

CONVERT

However, this is not an exclusive product for Dreamcast, but a PC-to-DC conversion. The obvious question to ask is, is it worth buying *TLR* if you have already played it on PC or PSX – or if you played any of the predecessors for that matter? Well, we have to say we don't think so.

The graphics are far superior to the PSX version, but it still has the same deficiencies as the PC title and looks grainy and blocky. Despite this the textures and character models have improved, but it's still miles away from the top quality graphics seen in such titles as *Code Veronica*.

CONTROL

Then we come to the control issue. Why in the world can't Core come up with a better control system? The DC pad should work perfectly with something like this, but it doesn't. The movement is way too jerky and you'll become frustrated over and over again each and every time you fail to complete a jump or pull a lever correctly.

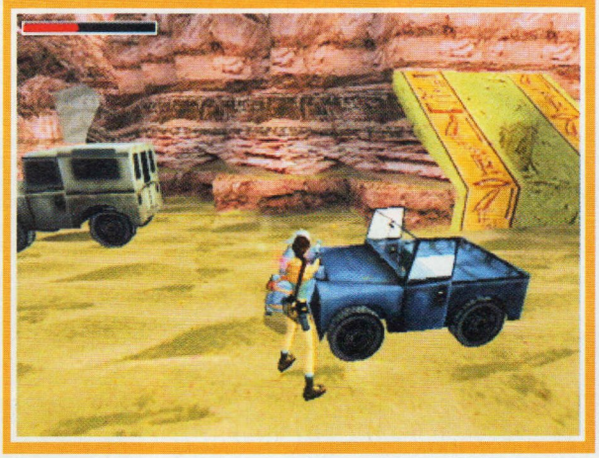
TLR still feels much like you're playing the first *Tomb Raider* nearly four years ago. Of course revisions have been made like the added abilities and different vehicles you get to drive, but these should have been added to the second title and not the fourth. Core should have waited a while and developed a Dreamcast exclusive game or at least included some features only seen on DC. *Tomb Raider* for Dreamcast is definitely worth checking out if you have never played a game with Madam Lara in but, for all of us that have already experienced the series on PC, PSX and even Saturn, this really isn't worth the money or effort.

2 NEW TRICKERY!

It has become standard practice over the series to add additional abilities, and the fourth incarnation is no exception. Lara now can combine items, swing on ropes and use her new sniper mode à la *MDK* and *Goldeneye*.

▲ The dripping effect after Lara has been in the water is a nice touch.

▲ This old bike is one of the new vehicles. Fancy a ride to the pyramids?



▲ A pair of revolvers won't do any good against a couple of zillion meat eating insects. Ruuuun!!!

► Those sphinx dogs are immortal, so you've got to find another way to get rid of them. Hmm...

JUDGEMENT

PRESENTATION

The plot is brilliant with some of the best cutscenes seen on DC and the sound effects are just spot on.

GAMEPLAY

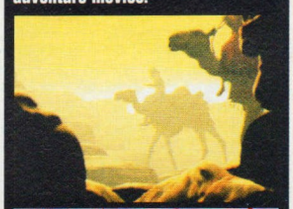
It will take time before you master the controls and even then you will still be frustrated.

LIFESPAN

It's still exciting to take Lara into a pyramid but it feels like you've done it at least three times before.

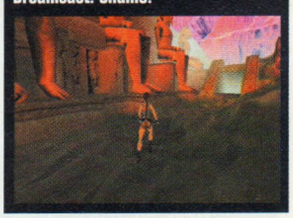
THE BEST BIT

The awesome cutscenes that bind together the story better than most adventure movies.



THE WORST BIT

The fact that this is a simple PC-port with no exclusives for Dreamcast. Shame.



Run away and buy this if you are a fan of the series or if you have never played a *TR* game before, but don't expect anything new.

80%

If you like this...

Than have a look at *Soul Reaver*, *Shadowman* or *Resident Evil Code: Veronica* all ace in their own ways.

FORMAT REVIEWED: PC • PRICE: £35 • OUT: NOW

DELTA FORCE 2

This is the second coming of the Delta, which is indicated by the number two in the title, and is a return to direct in-your-face creeping about.

Compared to careful planning needed for games like *Hidden and Dangerous*, this is straight into the action as a one man army that must use cunning as much as hardware to win the day. The mix of strategy and action creates some of the most tense and gripping gameplay available. And this is matched by the impressively expansive and detailed environments. It is this quality of game that makes console owners green with envy. Roll on PS2.

▲ GI japes as Tony 'The Tonsil' Tosher and Basil 'Boom Boom' Bogsworthy play a few rounds of sniper chicken.

JUDGEMENT

Direct, intense and deadly. This is all the fun of commando style combat without getting killed or nasty grass stains on your trousers.

88%

FORMAT REVIEWED: PSX • PRICE: £35 • OUT: NOW

UEFA CHAMP '99/'00

Yes it's the return of Silicon Dreams who just can't stop themselves making more football games, with this *Champions League* update.

Basically, this is the same as last year's game but with all the new teams rostas and all the correct groupings for this competition. Also included are all the finalists from the competition of 1968. This retro side is, unfortunately, undermined by the lame challenges that you have to use them for.

The gameplay is just like *World League Soccer*, just like *Worldwide Soccer 2000*, and just like every other Silicon Dream's football game – okay but it falls between the glamour of FIFA and the quality of ISS.

▲ Sebastian's impromptu breakdance almost cost the team the match!

▲ Look at all those lovely adverts in the background. Kerr – and indeed – ching!

JUDGEMENT

Nice license, okay presentation and not too offensive gameplay. But the whole thing's a bit too average and basic to really get excited about.

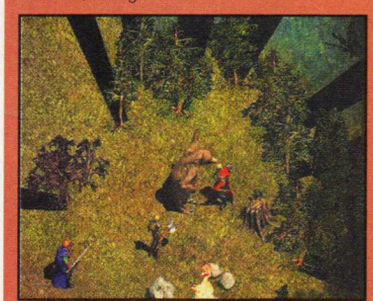
66%

FORMAT REVIEWED: PC • PRICE: £35 • OUT: NOW

NOX

From top PC developers Westwood, the crazy gang that was responsible for such gaming magic as *Command & Conquer*, has gone all Middle Earth for their latest offering.

Nox is like a mix between the battling gameplay of *Gauntlet* and the sword and sorcery of *Revenant*. It's blessed with several clever touches – such as the three different character modes that offer subtle nuances to the standard point and click gameplay. While the setting and atmosphere are familiar territory to PC gamers, there's nothing truly innovative in the whole project. Should keep you happy for a bit, though.



▲ Fought Nox? Year and I whipped his pin-striped ass, the merchant banker.

JUDGEMENT

Fast and addictive gameplay, great multi-player option and all round quality product. It's just a little bit too tried an tested to get really

76%

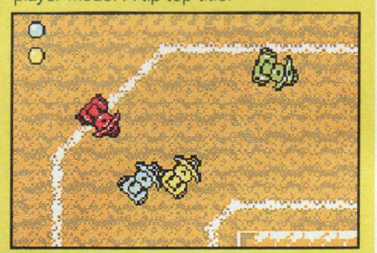
FORMAT REVIEWED: GBC • PRICE: £20 • OUT: NOW

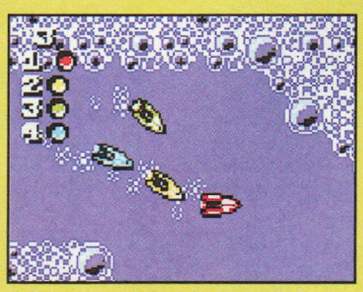
MICRO MACHINES

This is a game that was just ripe for a Game Boy conversion and is as addictive and irritatingly as it ever was.

This is in fact the first two *Micro Machines* games on just one cart and includes 60 different courses and 10 separate playing modes. The top-down view and slick gameplay make this extremely close to the MegaDrive version of the game, but it's in the palm of your hand! It's the usual routine of driving tiny motorised vehicles around breakfast tables and other domestic environments. 'Watch out for that spoon!' 'Don't get too close to that spilt milk!' – I tell you, you get to say the craziest things with this madcap mini-racer!

Micro Machines never really troubled any console when it came to graphics, so nothing is lost with the down scaling. While racing against the AI cars is fun, the real beauty of *Micro Machines* is the multi-player mode. A tip-top title.





▲ Chop up some duck weed and scare the local wildlife with the diddy power boats.

JUDGEMENT

Shows how much you can do with a bit of ambition and some simple gameplay on a Game Boy Color. Well done to all involved.

86%

Previously in Games Master

Our resident archivist unpeels his multi-segmented eye-stalk and waggles it over the filing cabinet in front of him. Hooting and wheezing he leaves a trail of ectoplasm as he slides over to the pneumatic document tube. He fumbles for a moment then launches his results to the GM office. Here's what we found behind the secreted goo...

HITS THE ONES WE WANT TO RATE OVER 90%

PITS AND THOSE THAT REALLY GRATE UNDER 50%

RESIDENT EVIL 3	(PSX)	94%
SONIC POCKET ADVENTURE	(NG)	93%
NBA 2K	(DC)	91%
CRAZY TAXI	(DC)	90%
LEGACY OF KAIN: SOUL REAVER	(DC)	86%
BATTLE TANX	(N64)	86%
ROLLCAGE STAGE 2	(PSX)	88%
MESSIAH	(PC)	85%
RALLY CHAMPIONSHIP	(PSX)	85%
BEATMANIA	(PSX)	84%
ECW HARDCORE REVOLUTION	(N64)	83%

INTERNATIONAL TRACK & FIELD	(PSX)	83%
TOP GEAR RALLY	(N64)	79%
OZ	(DC)	76%
DEADLY SKIES	(DC)	75%
NUCLEAR STRIKE	(N64)	73%
SHADOWMAN	(DC)	70%
TINY TANX	(PSX)	64%
RE-VOLT	(DC)	62%
THRASHER SKATE & DESTROY	(PSX)	58%
SOUTH PARK RALLY	(PSX)	33%
WARPATH: JURASSIC PARK	(PSX)	18%

FORMAT REVIEWED: PC • PRICE: £35 • OUT: NOW

FINAL FANTASY 8

The PlayStation version of *FF8* scored a whopping 97% a few issues back. The PC version has finally emerged and, we're pleased to report, that it's no slouch either.

In case you didn't already know, you play the part of Squall, a student at the Balamb Garden mercenary school. After being caught up in a training session that gets a bit out of hand, you're flung head-first into the vast world that is *FF8*. Like its predecessor, the latest *Final Fantasy* (and it's not *really* the Final Fantasy, is it?) places as much emphasis on the narrative as it does on gameplay.

It can get a bit linear at times but that's barely worth grumbling about once you realise the sheer scope of the game and how well structured the plot is. There are some minor gripes – the poor sound quality, for instance (it was ported straight from the PSX version). Oh, and it's still got those random battles and the combat is *still* essentially turn-based, which isn't to everyone's tastes.

▲ This is what you end up with when you put a shark and a coal scuttle through a gene splicer.

Once you get into it though, it's incredibly compelling – you literally can't wait to find out what happens next. And you can't ask for more than that.

JUDGEMENT

Noticeably superior to *FF7*, which was itself a gaming marvel. Lock the doors, take the phone off the hook, this is a classic!

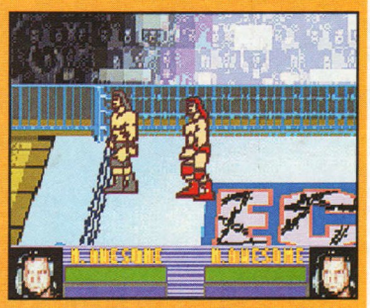
93%

FORMAT REVIEWED: GBC • PRICE: £20 • OUT: NOW

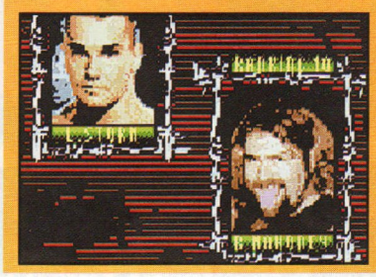
ECW HARDCORE

ECW as we are slowly beginning to the learn, is the hardcore, really violent wrestling federation. It apparently makes WWF look like pretend fighting.

Well this is it's Game Boy debut and obviously the barbwire ripping, chair smashing action loses a lot of it's impact on the handheld. This is very dull. You choose a non-household named grappler, you get another one to stand near you then you just hit the buttons a lot. Obviously the quality of gameplay is a less important factor than getting the license but, seeing as there are only a handful of wrestlers, they shouldn't have bothered. If this is really going to be the year of the Game Boy, then products like this should be hidden... on a far away land.



▲ The tension mounts as the gathered wrestlers queue for their big entrance.



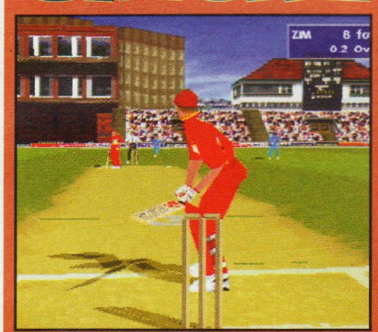
JUDGEMENT

Let's get ready to grumble! It's products like this that gives the noble art of wrestling a bad name. This is a shameless cash-in. Pants!

46%

FORMAT REVIEWED: PSX • PRICE: £29.99 • OUT: NOW

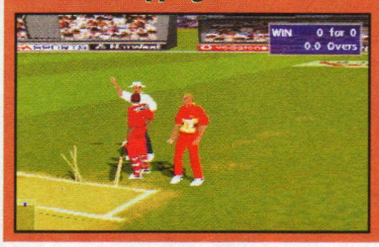
CRICKET 2000



◀ Pajamarama. The colourful kits do little to distract from some shoddy gameplay.

But my word, its' going to take more than a clever marketing campaign and Robbie Williams to save this pap. It's basically the 1999 World Cup Cricket tournament and so takes 11 of the top international teams and England, turns them into strange gangly ape-type people, then surrounds them with really scruffy graphics and soaks them with labouring gameplay. Example – you come out of your crease to play a shot and before you can say 'Richie Benuad' some fielder's stumped you! I mean it's just not cricket. Well it is, but it's not on really, and more importantly it's not fun. All EA have done is get a license and spent five minutes on the rest. Really poo.

EA just can't leave sports alone. First they trampled over football with their ever-so-unimpressive FIFA series and now they've got their grubby mits on Cricket. Is there no stopping them?!



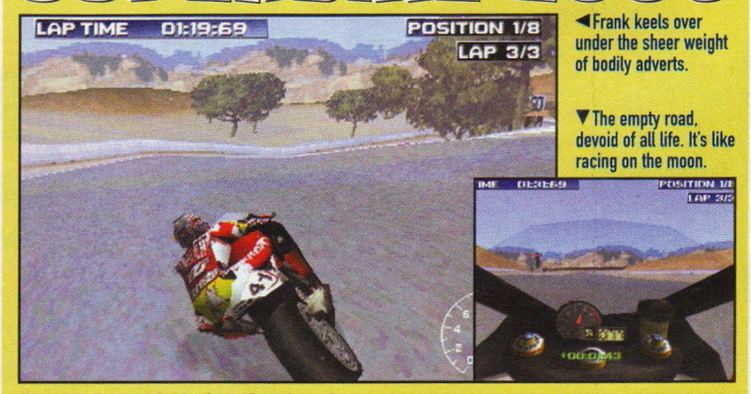
JUDGEMENT

There aren't enough cricket games knocking about, but you can barely tell that this it is actually cricket. Don't be fooled by the pretty colours.

45%

FORMAT REVIEWED: PSX • PRICE: £29.99 • OUT: NOW

SUPERBIKE 2000



◀ Frank keels over under the sheer weight of bodily adverts.

▼ The empty road, devoid of all life. It's like racing on the moon.

EA continue their inspirational way of titling new game following *Cricket 2000* and *FIFA 2000* with *Superbike*, wait for it... *2000*.

It's all very familiar EA fare with a lovely SBK license allowing them to include 150 bikes, 13 tracks and all the top bikers. There's not many bike racing games about and this is far more accessible than *Castrol Honda Super Bike*, but the shabbiness of the graphics and racing-sim-by-numbers feel to the game doesn't get your motor running. You might like it if you're a Superbike fan. Maybe.

JUDGEMENT

It's EA's usual tactic of hide an ordinary game behind some celebrities and options . Not offensive but not good. Brum.

58%

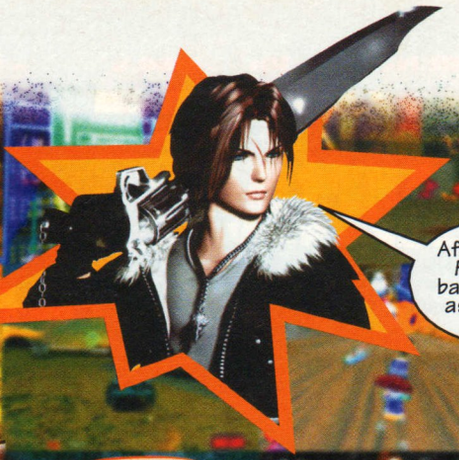
SHENMUE	(DC)	94%
GRAN TURISMO 2	(PSX)	92%
CHAMP MAN '99/00	(PC)	90%
ROCKET	(N64)	90%
SOUTH PARK RALLY	(N64)	89%
IMPERIUM GALACTICA 2	(PC)	88%
WORMS ARMAGEDDON	(DC)	88%
RAYMAN 2	(N64)	79%
REVENANT	(PC)	74%
TOY STORY 2	(PSX)	72%
ROAD RASH 64	(N64)	71%

FIGHTING FORCE 2	(DC)	70%
SPACE DEBRIS	(PSX)	69%
M25 RACER	(PC)	68%
COOL BOARDERS 4	(PSX)	62%
DESTRUCTION DERBY 64	(N64)	62%
VIGILANTE 8: 2ND OFFENCE	(DC)	61%
SHADOW MADNESS	(PSX)	59%
ACE COMBAT 3	(PSX)	55%
WORLDWIDE SOCCER 2000	(DC)	55%
VIRTUA STRIKER 2000	(DC)	53%
JET RIDER 3	(PSX)	27%

QUAKE 3	(PC)	95%
ISS PRO EVOLUTION	(PSX)	95%
DONKEY KONG	(N64)	94%
HALF-LIFE: OPPOSING FORCE	(PC)	92%
RESIDENT EVIL 2	(DC)	91%
THEME PARK WORLD	(PC)	90%
RESIDENT EVIL 2	(N64)	90%
URBAN CHAOS	((PC)	89%
PSYCHIC FORCE 2012	(DC)	81%
MEDAL OF HONOR	(PSX)	79%
HYDRO THUNDER	(DC)	78%

XENA WARRIOR PRINCESS	(PSX)	78%
FORMULA 1 WGP	(DC)	77%
NOMAD SOUL	(PC)	74%
XENA WARRIOR PRINCESS	(PSX)	69%
ARMY MEN: SARGE'S HEROES	(N64)	68%
MIGHTY HITS SPECIAL	(PSX)	67%
WU-TANG: TASTE THE PAIN	(PSX)	66%
TOMORROW NEVER DIES	(PSX)	61%
ARMORINES	(PSX)	56%
FIGHTING FORCE	(PSX)	50%
RONALDO V-FOOTBALL	(GBC)	36%

OUT NOW!



THE BIGGEST GAMES, THE BEST OPINIONS. HERE'S THE PLACE WHERE YOU, THE GM READERS, HAVE YOUR SAY ABOUT WHAT'S *OUT NOW*...

James Bond and Squall were shooting the breeze, comparing their respective agencies, when both were suddenly struck down by chronic ankle pains. Looking down they discovered the collected hoard of *Samuari Showdown 2* hacking away at their footwear. Needless to say much stamping ensued...

READER:
Arjin Thind

Goldeneye

FORMAT	PRICE: £30	GM VERDICT 93%
	FROM: RARE	

I have a N64 and *Goldeneye* is never out of the slot! This game is amazing as it combines the rumble pak with 20 amazing levels and four difficulty options.

You can play as either an Agent, a Secret Agent, Double-O or 007 mode with each getting progressively harder and having a whole bunch of completely different objectives for you to do. The multi-player option is top fun as well and you can hunt your friends down and shoot them to your heart's content. When using the split screen you get a handy radar so you know exactly where your opponents are located, or (if you unlock the relevant cheat) you can turn this off and up the stakes. There are loads of weapons to choose from and plenty of modes to play with. For example, three of you can gang-up on someone else or you can have two teams of two.

One of the many great things about *Goldeneye* is that you can get the cheats by earning them. Say you want to open invincibility, you can't just press a sequence of buttons. Oh no. You have to complete the Facility level on Double O mode within two minutes and five seconds. Think you can do it? When you get the cheat an auto-save option appears and you can use it on any level. Some are incredibly simple, while some are the hardest challenges you'll ever encounter in a game.

You should really own this game because it's one of the best things ever on the N64. Also, if you are a fan of first-person shoot-em-ups, there's none better than this. Get it in!

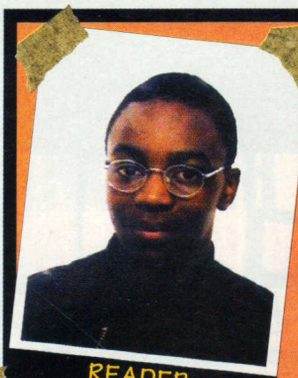
▲ Ahh... there's nothing better than brightening up a dull skyline with the odd belch of flame. Lovely.

WHAT GAMES MASTER SAID:

"Console first-person shooters just don't get better than this. Another 'must have' game for the N64 which is a good thing."

Samurai Showdown 2

OUT NOW!



READER: Nyasha Mukonoweshuro

FORMAT | PRICE: £25 | FROM: SNK | GM VERDICT 87%

The game that has made me crazy for handhelds has got to be *Samurai Showdown 2*.

This was my first Neo Geo game and, without a doubt, it has has got to be one of the best titles for SNK's little machine. *SS2* is a weapon based title that offers 15 unique characters and you are also given the choice of being either good or evil versions of each – which theoretically makes 30 characters in total.

The difference between the good and evil characters (apart from the bleeding obvious) is their costumes, fighting techniques, special moves and – sometimes – their weapons.

You have three game options which are one-player mode (arcade to you and I), survival (like arcade but with only one life) and a verses mode (which used the link cable). For each of these there are three levels of difficulty (easy, medium and hard).

The most unique feature in *SS2* is the card collection bit. Instead of *Tekken*-style opening of extra characters, you have to beat arcade and survival modes to receive special cards. Each card either gives you an additional special move, power-up or increases your character's defence capabilities.

The cards also give you facts about the characters and there are eight cards linked to each one of the fighters. This totals up to 120 cards to collect which is outstanding! The music, however, throughout is poor.

The storyline is also interesting, but a little on the dry side, while the graphics are sweet with the characters moving smoothly and quickly. All-in-all *SS2* is a neat piece of work and a 'must buy' for all Neo Geo owners!

▼A demonstration of the fabled Spoon Stab, ideal for assailants who decide to attack you during breakfast. Hi-ya-cherrio!

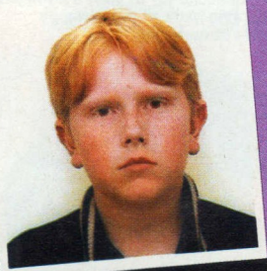
▲There's a huge line-up of crazy kung fu characters available.

WHAT GamesMaster SAID:

"A classic beat-em-up well suited to the Neo Geo. It can be difficult to preform all the moves, but it's still worthy."

Final Fantasy 8

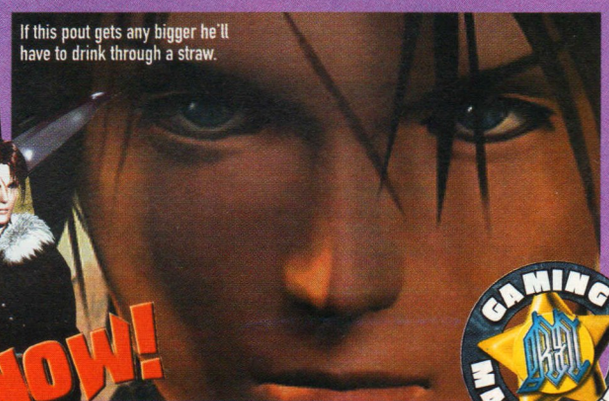
OUT NOW!



READER: William Pepper

FORMAT | PRICE: £40 | FROM: SCEE | GM VERDICT 97%

If this pout gets any bigger he'll have to drink through a straw.



▼Squall powers up before a trip to the shops...

▼... but has some trouble with his frozen chicken.

GAMING MASTERPIECE!

My opinion of this game is simple: it's bloody brilliant! The graphics are well cool, the musical score is fantastic and the gameplay is amazing. One hell of a game.

If I had to score this game out of 10, I'd give it the full whack because the whole thing's absolutely ace.

The main characters are Squall Leonheart, Siefer Almasy, Rinoa Heartilly, Zell Dincht, Quistis Trepe, Selphie Tillmett, Irvine Kinneas, Laguna Loire and the sorceress Edea. All the weapons you get to use are excellent and my favourite tool of destruction is the gunblade which is used by Squall and Seifer who are trainees at the military group called SeeD.

On disc one the crew of the Garden academy attend an entrance exam to become members of the elite force and, happily, everyone passes except Seifer. This makes him really mad and he decides he wants revenge. So he goes over to Edea and joins in with her evil plans which soon cause havoc. So it's up to the rest of the team to stop this wicked duo.

There are tons of areas to explore, loads of adventures to get involved in, masses of magic to use and master and hoards of monsters and mythical beasts to fight.

It's way better than the previous outing (*Final Fantasy 7*) and is definitely the game of the millennium.

For fantastic graphics, gameplay and music you really can do no better.

▼I wonder if they have really hard gardeners at the Garden?

WHAT GamesMaster SAID:

"Another stunning *Final Fantasy* adventure. Despite a few niggles, it's just as outstanding as its predecessor. A dream!"

HAVE YOUR SAY!

What about you having your say as well? What we want is the following: 200-250 words on your favourite game. Or maybe one you really hate. And hey, we'd love to hear from a wide range of platform owners. Also we don't want a review with a score, just reasons why you love/hate the game, where it could be improved and why other gamers should be playing it... And remember there are pads, memory cards and all sorts of goodies for every review we print. So send your words and a photo to us at:

OUT NOW!
GAMESMASTER MAGAZINE
FUTURE PUBLISHING
30 MONMOUTH STREET
BATH BA1 2BW

BATTERY POWERED!

THE LATEST ACE GADGETS, GIZMOS AND GAMES... TESTED!

CUBE ALARM CLOCK

Do you ever get the feeling that, if you just close your eyes and drift upstream to the land of kip that you'll never come back? Good. If you want a little more reassurance though you could always get this... it's an alarm clock and it can wake you up with Radio, CD or a loud, insistent buzzing noise. Don't trust waking up to luck get one of these, an Alarm Clock!

- **Price £34.99**
- **Available from Argos**
- **Call 0870 600 3030**

INFLATABLE CLOCK

You're lying in your bath having a good soak, humming your favourite Simpsons tune when Karzing! You realise you have missed that oh-so important business lunch with the Korean client who just flew in from Whoa. How to avoid this happening again via sweetmeats? Simply float this donut-shaped inflatable clock in your bath.

- **Price £24.99**
- **Available from Wesco**
- **Call 0990 168 194**

TOY STORY GAME

Worried that you can't remember every single minute of the action from the films Toy Story and Toy Story 2, fearful that you may be beginning to fall for the charms of another set of films by dint of the inconsistency of youth? Worry not weirdo! This Licensed Toy Story product will bring back all those happy memories with it's LCD magic and nine levels of gameplay.

- **Price £9.99**
- **Available from Tiger Electronics**
- **Call 01423 501 151**

TALKING BUZZ GUARD

Keep parents and siblings out of your room with this Buzz Lightyear Guard. Using motion sensors the guard will sense motion (as in an intruder) and spout out over 35 phrases and sound effects. That'll teach the intruders!

- **Price £26.75**
- **Available from Argos**
- **Call 0870 600 3030**

KORG KAOSS

This real-time effects pad, when hooked up to your mixer, record decks, CD decks, keyboards or voice can give you a vast array of sound tweakage and freakage just by tapping and scratching the pad. A must for the DJ-minded.

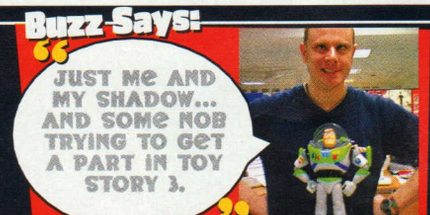
- **Price £249**
- **Available from SCV London**
- **Call 01908 857100**

POWERED UP!

If music be the food of love, then we must be bleedin' irresistible, what with Dave cranking out the Liberace, Paul born to Korg and Buzz and the Cube Clock providing the back beats. It's bangin'! It's wicked! It's naughty!

Dave Says:

Buzz Says:



BATTERY POWERED

VoicePod

At first this looks like something less than a little special. Scratch a little deeper, deeper still, just a little deeper. That's it. And you'll find that there is tons to this device. It allows you to record a message and then at the press of a button, attach that voice to an e-mail to pep up messages to friends ("You're CHUCKED") or colleagues ("You're FIRED!"). It also comes with bundled software for voice documents.

- **Price £70**
- **Available from Altec Lansing**
- **Contact www.alteclansing.com**

COMMANDOBOT

We could all do with a huge plastic guardian to act upon our every command with blind and unswerving devotion. Well for the time being we're going to have to cope with having a tiny guardian. Commandobot is 18 inches tall and can recognise 12 commands and fire ten missiles. We can hear cats across the country getting worried as we write.

- **Price £60**
- **Available from MGA Entertainment**
- **Contact www.mage.com**

Jet Fighter

In the same mould as those high build quality games of the '80s that are now bringing in bucket-loads of cash for collectors, this handheld features a simple sub-*Space Invaders* game that could while away the hour. If you are thinking of travelling very far with it though be careful, it's loud and there is no volume control so you might prove unpopular almost anywhere.

- **Price £9.99**
- **Available from Systema**
- **Call 01189 451 522**

Poké Ball

A fast-paced sub-PlayStation 2 standard game where you have to (remembering this is Pokémon) catch 'em all... all 150 Pokémon. Ideal for those times when you just can't face another game of *Pokémon Red* or *Blue* and just have to give your eyes a rest/change and can play this instead so that you are constantly honing those skills and will become the greatest Pokémon trainer ever and will be carried aloft where e'er you go.

- **Price £19.99**
- **Available from Tiger Electronics**
- **Call 01423 501 151**

Dance Station

The main point to look at here is the words Midi... with this PC interface you can get this keyboard to leap through hoops for you using a myriad of software packages – all you have to do is have a reasonably competent PC with 15 Mb of free hard disk, 16-Bit direct X compatible soundcard, a Pentium 120 Mhz processor and an SVGA card with 256 colours. And that's it. Once you have got that little package, or dad has allowed you to use his, then you're away.

- **Price £69.00**
- **Available from Argos**
- **Call 0870 600 3030**

Super Mario 64

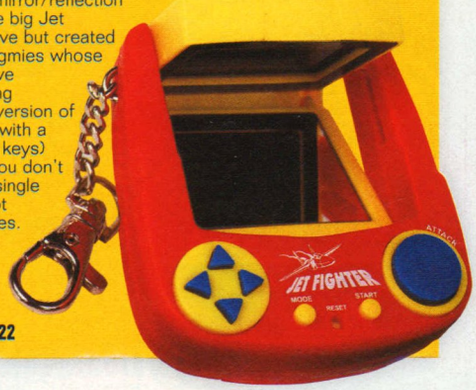
Hey it's-a me, Mario! The cheeky plumber pops up in the most unlikely places and this time he's lending his image to a data bank, the shameless hussey. It features all the usual functions – such as phone directory, scheduler, calculator, alarm clock and secret memory – yet is still slender enough to fit in your pocket. So wherever you go you'll be able to have Mario in your trousers.

- **Price £8.99**
- **Available from Systema**
- **Call 01189 451 522**

Jet Fighter Mini

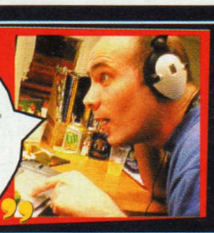
Using the same mirror/reflection technology as the big Jet Fighter game above but created by Amazonian Pygmies whose nimble fingers have reduced everything significantly, this version of the game comes with a key-ring (for your keys) and means that you don't have to spend a single solitary minute not playing videogames. Good work Pygmies!

- **Price £4.99**
- **Available from Systema**
- **Call 01189 451 522**



Paul Says:

"AT LAST A CHANCE TO BECOME A PART OF THE BBC RADIOPHONIC WORKSHOP!"



Robin Says:

"HOW AM I SUPPOSED TO GET ALL MY SMELLY SOCKS IN THIS TINY WASHING MACHINE?"

WORLD FIRST!

RIDGE RACER 64

Eight unmissable pages on the fastest game on the N64 and the best racer you'll ever play!

PLUS!

PERFECT DARK

Staggering new multiplayer info!

TUROK 3

Awesome weaponry revealed!

DOLPHIN NEWS

Nintendo's developers reveal all!

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GRIP CHIMP

GAMING HARDWARE TESTED TO THE MAX

After his recent visit to Bristol Zoo for... ahem, conjugal rights, the chimp was more than happy to look at anything we pushed through the bars. Here's the latest pile of classic plastic tested to destruction.

SIDEWINDER GAME PAD PRO

PC

SCORE 90%

Whatever you think of Bill Gates you've got to hand it to him – he makes a real good peripheral. To think, even though he's one of the richest men in the world, he still has the dedication to whittle these wonderful joypads out of the organic plastic he grows in his back garden. A joy to hold, complete with nine programmable buttons, shoulder triggers that will make the official DC pad weep *and* it's easy to install. What more could you ask for, apart from reassurance that the Gatester isn't trying to take over the world just because he feels he's a big geek and was bullied at school.

FROM: MICROSOFT
CALL: 0345 002 000
PRICE: £35

ON TEST... RAYMAN 2

Despite feeling a little bit too hollow and creaky this works wonders for your *Rayman*. Comfortable in the palm, the D-pad is cleverly angled, very accurate and the buttons are discrete. This doesn't try to be clever and gimmicky, it's just a 'nice to hold' piece of plastic with buttons.

TILT FORCE 2

PLAYSTATION

It's always good fun reviewing tilt technology joy pads. Just the notion that tilting your hands slightly is somehow more instinctive and accurate than pressing a button, really is a scream. I mean what natural and instinctive human action did they base this on? Tilt is not good! At best it's a novelty, at worst it makes you look daft. Just leave it, alright?

After you've ponced around with the tilt you can use this as a normal pad and despite being a bit chubby it's quite serviceable. Unfortunately, we cannot leave this story with a happy ending as the shoulder buttons are a rattling disgrace. A real mixed bag.

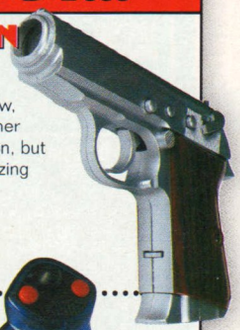
SCORE 51%

FROM: PELICAN
CALL: 0113 230 6305
PRICE: £24.99

AND THE REST...

SCORPION LIGHTGUN

PLAYSTATION



This is the best selling lightgun in the UK so if you're one of the few who doesn't pack one now, perhaps it's something you should consider. Other lightguns may well work better than the Scorpion, but very few look as good. Despite mistaking a buzzing handle as realistic gun recoil, this is still a very tidy piece.

SCORE 81%

FROM: BLAZE
CALL: 01302 325 225
PRICE: £19.99

PC PRIMAL STICK

PC

As PC peripherals are aimed at the more discerning gamer there's an awful lot of top price, top quality joysticks on the market. And then there's this. This is not terrific. The buttons are 'sensitive' and look like they might go off in a huff if you pressed them too hard and it's all a bit too flimsy. But at £15 you get what you pay for.

FROM: WILD THINGS
CALL: 02920 755 774
PRICE: £14.99

SCORE 58%

MOUSE FOR PLAYSTATION

PLAYSTATION

This gets points for being rare – as there's not many meece for the PlayStation knocking about. While this lacks a bit of sexiness in design (it's a bit plain) it rolls smoother than Ironside. Very useful for *Quake 2* and *Command and Conquer* and adds an extra dimension to *Transport Tycoon*.

FROM: VIVANCO
CALL: 01442 403 014
PRICE: £11.99

SCORE 72%

ON TEST... COLIN MCRAE RALLY

There's hardly any point in giving the tilt any effort. It's so awkward and frustrating that life is too short to try and get the hang of it. And if – even after a few years – you manage to master it, you're not going to get a significant increase in your level of performance. Just don't bother.

WEBMASTER

YOUR GUIDE TO THE BEST IN ON-LINE ENTERTAINMENT. SURF'S UP!

SITE OF THE MONTH!

THQ
HTTP://WWW.THQ.COM

What's it about?

This is the place to go if you're after the official site of THQ. They are the developers, publishers and distributors for games like *Nuclear Strike 64*, *Destruction Derby 64*, *WWF Smackdown*, *Rugrats* and *Felony Pursuit*. So there!

What's on there?

Everything you wanted to know about THQ plus all the latest information about their old and new releases. They have a wide selection of games for PSX, PC, N64, Mac and GB, so there is a little something for everyone. Click to their on-line store catalogue if you fancy buying some of THQ's games and there's a product support link as well, where you can download patches and walkthroughs. You can also find corporate info with everything that you ever wanted to know about their executive team. Hmmm, interesting...

What's it like?

Not the cutting edge of design, but there's no problem in finding the info for whatever you're after. There are UK, US and German translations available, but it seems like the US version works the best. There are four main links to follow depending what you're after (games, support, e-commerce etc). The site covers the basics, but it could have been more professional with better graphics and sound.

SCORE 70%

Best bit?

Ease of access. There's no problem accessing your favourite wrestling game or shooter and there are links to cheat and FAQ sites as well.

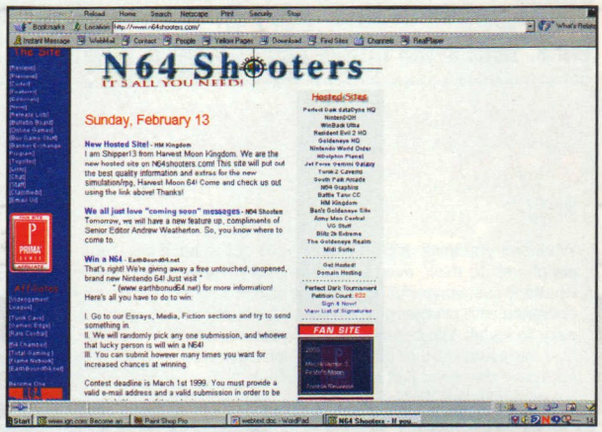
Worst bit?

The designers behind this site have been a bit lazy. Some parts of the site don't even have any proper backgrounds and end up looking ugly. Not all the links work and some of the games do not have a separate page.

Typical Quote

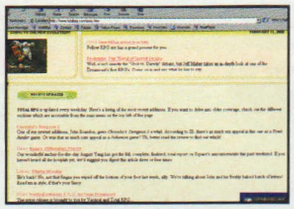
"The intense plot introduces players to George Stobbard, an American vacationing in Paris, sipping his coffee outside a cafe and watching the world go by. He notices, among other things, that a distinguished greying gentleman has caught the attention of a bizarre clown."

HOT LINKS!



N64 Shooters
http://www.n64shooters.com/

Fancy knowing more about the shooters on N64? This site's focus is directed towards N64's shooting games, but also offers reviews, previews, codes, strategies, and lots more on other games for the console. They also have several great-hosted sites that cover a specific game.



Total RPG
http://www.totalrpg.com/

Total RPG is dedicated to review of all console RPGs (old and new). The site guides you to the best RPG for each console. There's also loads of news and features and even comprehensive coverage of the Square Millennium show in Japan with all the details of the latest *Final Fantasy* titles.

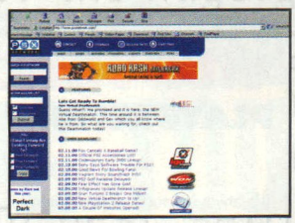
Ultimate Gaming On-line
http://www.ultimategaming.com/

The ultimate coverage of the latest PC releases. Most of the expected content like reviews and previews,

but also interviews with programmers. The site hosts a wide variety of specific sub-areas dedicated to such titles as Tiberian Sun and the UPN Network (a Pokémon site). One of the widest coverages of games on the web.

PSX Network
http://www.psxnetwork.com/

This is pure gold for all PlayStation fans. All the latest news is readily available and updated on a daily basis. You also have a massive archive of previews, reviews, cheats and contests as well. They also have exclusive interviews with the actual games makers.

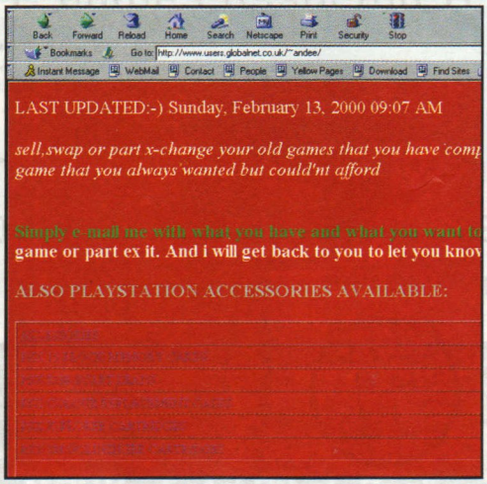


READERS' WEB SITES

Do you run a web site? Do you want other GM readers to know about it? Why not drop us a line, supply us with your web address and we'll stick it in the mag. It's really that simple.

This site is totally dedicated to PlayStation and PlayStation2. You can read about PS2 and find about the hardware and upcoming games. There's a link to game saves where you can download files for over 40 games using the Pro Coms Link cable. Perfect for all of you that can't be bothered with finding every single character in *Tekken 3*. There's also a link to the best cheats on the Internet. Though, the best feature with this site is the swapping game section where you can sell your games or buy 'em. The site is updated regularly, so just head back there if you didn't find what you're after the first time. There are accessories for sale as well like memory cards and SCART leads. The layout is quite basic, but that doesn't mean it's a bad site. A location definitely worth checking out.

From Andrew Rutherford
http://www.users.globalnet.co.uk/~andee/



NET KNOWLEDGE!

Hey, hey, hey! Want to be on the red hot pointy end of gaming goss? Then look no further. We're just like OK!, but with games instead of BMWs and gold lamé slippers.

www.fgnonline.com/
"Milia officially kicks off tomorrow in the French city of Cannes. Sega aims to build on Dreamcast's strong European foothold with the presence of *Tomb Raider*, *Ecco* and *Metropolis Street Racer*."

http://www.next-generation.com/
"A Sony exec was quoted in a Bloomberg report today saying that some PlayStation games may not play on Sony's next-generation console. The reason for the incompatibility is also unclear, but the exec said that it may stem from software not written to Sony's standards."

http://www.ign.com/
Ever heard of N1E2x8T? Sure, you say, it's a household name for crying out loud. But while the text looks like nothing more than gibberish to the majority of us, N1E2x8T could well be the very backbone of on-line connectivity for Nintendo's upcoming Dolphin and Game Boy Advance. More on this soon."

100% PLAYSTATION

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CART BOOT SALE!

Spring 'as sprung and the ald leatha on me carry case is smelling fresh as an ice cube. So i's polished it up and took it dan hookey street to shift a few quick bargains to the unworthy. There's life in the ald dog yet, mark my words!

GAMES FOR SALE

I'm selling *Clayfighter* for N64 at £5. Also *South Park* for £10, *WWF Warzone* for £10 and *F1 World Grand Prix* (PSX) for £10.
Damien Shields 01354 695 466

PSX games £5-10 each. Includes *PM '98*, *FF7* and *C&C*. Link cable plus memory card £10 both. Mad Catz Wheel £20. Write for list.
Robert Budd, 27 Berkley Avenue, Clayhall Ilford, Essex, IG5 0UP

NASCAR Racing 3. Best seller in USA. Never played £35.
Ricky Green 01582 752 619

FIFA '99 for £15-20. Also *Resident Evil* £15, *Die Hard Trilogy* £15 and *TOCA* £10.
Aristos El-Amara 0181 591 2234, maseis@hotmail.com

For sale: *Monaco Grand Prix* for Dreamcast. £30 ono or swap for other DC game. Adam.
E-mail: halliwally@hotmail.com or halliwally@uk.dreamcast.com

I'm willing to sell *Formula 1 '98* for £15. Also *FIFA '99* for £15. Both in great condition with full instructions included.
Ask for Mark Goodson 0191 280 7718

***Tomb Raider 3* for sale.** Game in mint condition with full manual and four cheats. Best offer for this title around, £20.
Chris Allan, 82 Shakespeare Way, Towerham, Norwich, Norfolk, NR8 6SL

Thirteen N64 games up for sale. All range from £8 to £15 including *Star Wars Racer*, *Rogue Squadron*, *Buck Bumble* and many, many more.
Daniel Charlton 01625 615 687

Got *Resi 2* and *Theme Hospital* for sale. £25 for both of them. Phone soon I need the cash!
Tom Smith 0181 491 5936

***House of the Dead 2* and *Millennium Soldier Expendable* for the Dreamcast.** Each for £30 or together for £50. Come on that's a bargain.
Ben Brocks 01552 688 914

Seven good games plus one controller in good condition. Each for £10 or all for £60. Ring for more details.
Charlie Abrams 0181 502 1557

Game Boy Color games for sale. All new with instructions and includes P+P. *Harvest Moon* £15, *Men in Black* £10 and *Top Gear Rally* with Rumble Pak £20.
Douglas Brown 01932 234 362

Three N64 games for sale. *Goldeneye* £25, *Warzone* £20 and *Mischief Makers* £15. All with instructions. Get on the blower and get some.
Edward McEldurs 0181 350 1719

I'm willing to sell *Dead or Alive* for £30. Also three Game Boy games for £20. Good Condition.
Darren Anthony 0181 597 8185

Cheap PlayStation games. *Total NBA '97*, *Worms*, *Wrestlemania*, *Total Drivin*, *Warcraft 2*. All for £5 each. *Theme Hospital* and *Point Blank* only £10 each.
Tom Glynn 01744 602 296

Three PlayStation games for sale! *Lost World* £25, *Mortal Kombat Mythologies* £20 and *Star Wars* £30. All with booklets. Good condition. Also an Action Replay for £30.
Andy Hood 01724 187 6105

GAMES WANTED

Saturn magz with demos and cheat books or without. Cash waiting.
Peter Russel 01992 640 665

Game Boy Color and Pokémon (either versions) for £65.
Jon Bragger 01252 326 465

Looking for an Action Replay cartridge for Game Boy. Willing to pay up to £15.
Toby Edwards 01392 669 690

***Salamander Deluxe*, *Image Fight* and *Power Drift* on Saturn.** *Will pay £20 each.* Will also sell *Neverland Story* and *Chaos Engine* on Amiga for £10 each. All boxed.
Dave Owens 01604 452 956

***Disc World 2* wanted for PSX.** Will pay up to £15. Box not important.
Dominic Slopin-Murphy 0131 451 5997

GAMES TO SWAP

I will swap *WWF Attitude* for either *WCW Mayhem* or *Knock Out Kings 2000* for N64.
Adam Frisby 01493 308 188

Metal Gear Solid* and *Star Wars EP1 with guide book for WCW Vs *NWO Thunder* or *WCW Nitro* or *WWF Attitude*.
Ashley Pearle 01934 521 820

I'd like to swap *Zelda 64* and a strategy guide for a Sega MegaDrive, 1 or 2 control pads and *Sonic 1*, *Sonic 2*, *Sonic 3*, *Sonic & Knuckles* and *Sonic Pinball* and maybe any other games for MegaDrive. Must be in farely good condition.
Jonathan Carnie jcarnie@madasafish.com

Swap MegaDrive 2 with three pads and 14 games for Game Boy Color or Pocket.
Andrew Soper 01752 567 908

FANZINES

100's of Nintendo magz for sale. Any type! 50p-£2 each. Cheats, tips and reviews from the last two years of N64 and GB.
Matt Shuttleworth 01903 523 857

Great new games mag on the Internet. It's got features like 'Fantasy Game' at http://www.madasafish.com/~cydrob.
Paul Harris

Lara Croft fans do you want pictures and photos? If so send £1.50 to me. I've got loads.
Lee Dougary,, 62 Carden Castle, Cardenden, Scotland, KY5 0EG

New PlayStation mag: PSX. Good for a laugh. Must be seen to be believed. For more info send your name and address to:
Paul Williams, 8 Alder Grove, Highfields Farm, Stafford, ST17 9SW

PENPALS

Male or female penpal wanted. Fourteen to 16. I'm 15. Must have PSX. I like *Quake 2* and *ISS Pro '98*. See ya.
Graeme Mackenzie, 24 Denwick, Close Chester-le-Street, Co Durham, DH2 3TL

Male or female. Sense of humour. Like Pokémon, crazy music, PlayStation and Friends.
Terence Walsh, 52 Morton Road, Mexborough, South Yorkshire, S64 0R5

Male or female. I love PSX and fishing. I hate football. 100% reply. I'm 15. Must be 15+ and like *FF7* and *Quake 2*. Please, send photo if you are female. Catch ya flip side.
Scott Bennet, 15 Ecclestone Place, Hayes, Stoke-on-Trent, Staffordshire, ST6 6RE

M/f penpals wanted. Age 14-17. Must like Friends, Simpsons, the X-Files and various styles of music. I am 15. 100% reply guaranteed. Catchya lata!
Samantha Parker, New Houghton, Hardwick Lane, Lyne, Chertsey, Surrey, KT16 0AA

Female penpal wanted age 15. Must like N64, PlayStation and PC. Please, send photo. 100% reply guaranteed. Must love dance and trance music.
Michael Webber, 15 Westwater Way, Ladygrove, Didcot, Oxfordshire, OX11 7SN

Male or female penpal wanted. Twelve to 14. Into horror, South Park, Friends and *Final Fantasy* games. All letters replied to. Send photo if possible, please.
Damion Worrall, 6 Macauley Avenue, Blackpool, Lancashire, FY4 4AG

Female penpal wanted aged 13-14. I'm 14. Must like PSX, dance music, Friends, clothes etc. Send photo if possible. I will reply.
Barry O Connor, 40 Grange Vale, Pinecroft, Douglas, Co-Cork Republic of Ireland

Female or male penpal wanted aged 10-13. Must like N64, PSX, Friends and the Simpsons. 100% reply. Photo if possible.
Ross Stenson, 165 Pontygwindy Road, Caerphilly, CF83 3HQ e-mail: patrickhelen@gwindy.freeserve.co. uk

Male and female penpals wanted, late 20s preferred. Must love PlayStation – especially RPG titles. *Final Fantasy* addicts welcomed as well. Must also love horror films, books and all types of games.
Joanna Baker, 10 Wharf Lane, Stonegravels, Chesterfield, Derbyshire, S41 7NE

CART BOOT SALE

Wanted female penpal age 12-15. Must love PSX, WWF, WCW, PC and hate Game Boy and South Park. Must be Simpsons fanatic. Please, send photo.
Jack Wood, 110 Longfellow Rd, Wyken, Coventry, West Midlands, CV2 5HF

Male penpal wanted 12-14. Must send photo. Must like Simpsons and Hollyoaks. I own a PlayStation and a PC. I am 13.
Tracey Robinson, 24 Coniston Gardens, Halton Moor, Leeds, LS15 0BL

Female penpal wanted aged 14-16. I'm 14. My likes include WWF, footie and DC. 100% reply rate! Photo optional. Also like PSX and PC! Bye.
Mark Ramsden, 126 Vesper Road, Kirkstall, Leeds, LS5 3LL

Male or female *Final Fantasy* fan wanted. Aged 10-18. Must have a good sense of humour. Picture if possible. 100% reply g'teed.
Mike Leeson, 42 Beaumont Road, Whitwick, Coalville. Leicestershire, LE87 5GA

Two male friends wanted. Must like PSX, South Park, Friends, Simpsons and Futerama. Send photo is possible. Reply guaranteed. Write soon. Fourteen to 16.
Lucy Galbraith & Nicola Houghton, 135 City Road, Walton, Liverpool 14, L4 5UR

Male 14 year old seeking. Aged 13-16. Answer guaranteed. Likes Dreamcast, PlayStation and Friends. So get scribbling.
Ciara Killalea, Leam, Boyle, Co Roscommon, Rep of Ireland

Female penpal wanted aged 15-16. Must like Friends. Must hate Pokémon. Please, send photo.
Chris Bicknell, 1 Moatmead Walk, First Estate Castle, Bromwich, Birmingham, B36 8LT

Female penpal wanted age 17+. Must like PSX, Manga, *Resident Evil* and *Tekken*. Send photo if possible. Get writing ASAP. I am waiting. 100% reply.
Wayne Jackson, 20 King John Avenue, Beawood, Bounemonth, Dorset, BH11 9RW

M/f penpal. I'm 15. Have PSX and *Res Evil 1* & *2*. Love music. 100% reply to everyone. Photo optional. Contact me soon.
Dmitriy Konakov, 57 Oakwood Road, Hilsea, Portsmouth, PO2 9QS

I am 11. I like PlayStation and Game Boy. Especially *WWF Attitude 2000* for the Game Boy 100% reply.
L. Yearwood, yearwoodlouis@hotmail.com

Would like female penfriend. Aged 14-16. Must like PlayStation, Dreamcast and Rangers. Must have an e-mail address. I am 15 years, male. What R U waiting 4? Get typing. See ya!
Jhon Cooney, jhon.conney@uk.dreamcast.com

Female penpal wanted. Must be 13 and like Goth gory games. Photo if possible. Must have good sense of humour. 110% reply rate. Bye.
Dan Rae, 19 Lee Crescent, Bridge of Don Aberdeen, Scotland, AB22 8FG

Female penpal wanted 10-12. Likes Game Boy, PlayStation and James Bond.
Amy Kinder, 36 Greetby Hill, Ormskirk, Lancs, L39 2DS

I'm 11 years old and looking for a male penpal who lives outside of Wales. Aged around 10-15. Must like South Park, Simpsons, PSX and PC. I also like WWF wrestling. So get writing.
Adam Oytaben, 18 Ty Rhiw, Taffs Well, Cardiff, CF15 7RT

Hi, sick of those penpals that don't reply. Well, mail me. I will reply. I just love partys. I'm crazy.
Colin Parkins, colin.parkins@talk21.com

Wanted m/f penpal aged 12-15. Must like PSX or PC. I am 13.
Allan Tench, 40 Highfield Avenue, Underhill Lane, Wolverhampton, WV10 8NP

Female E-mail pal wanted. Eleven to 12. Must have PSX, N64, Game Boy or a PC. In Northern Ireland County Down. If possible.
Michael Neill, hairy_fish@madasafish.com

CONSOLES FOR SALE

Game Boy Color with camera, printer, *Pokémon Red*, link cable and a carry case. Great condition and hardly used. Only £100 ono.
Hamish Hamblin 01476 550 534

Sega Game Gear, adaptor lead, 10 games, PSX games, magz and Game Gear case. All for £150 or swap for Sega Saturn.
Conor Marten 01762 340 177

N64 with two controllers, memory card, three games (*Goldeneye*, *Castlevania* and *Zelda*) for a Dreamcast, one controller, one game or memory card. Phone 3pm-9pm.
Antony Allen 01525 383 677

Mega Drive for sale, two pads, one joystick, *Sonic 2*, *Sonic Pinball*, *Road Rash* and *European Club Soccer*. Call me now!
Max Easton 01253 891 122

N64, three games, two pads, one Rumble Pak with memory card for sale. Games included are *Goldeneye*, *Shadowman* and *WWF Wrestlemania 2000*. £200.
Chris Sample 01405 704 494

Sony PlayStation, six games, three memory cards, four controllers, steering wheel + pedals, all boxed. Included are *Knockout Kings* and *Attitude*. £250 ono.
Anthony Clifton 0771 545 7715

PSX for sale. Boxed with three controllers, two memory cards and 11 games. Including *Tony Hawks*, *F1 '99* and *WCW Mayhem*. All for £210 ono.
Olivier Hansen 01902 734 118

Game Boy for sale with three games, magnifier and case. £60. Ring for more details.
Charlie Abrams 0181 502 1557

Dreamcast with *Toy Commander*, *Blue Stinger*, *Power Stone*, one controller and a VMU. £200-250. Must live near Fulham or be willing to collect.
Josh Pilcher 0171 731 2241

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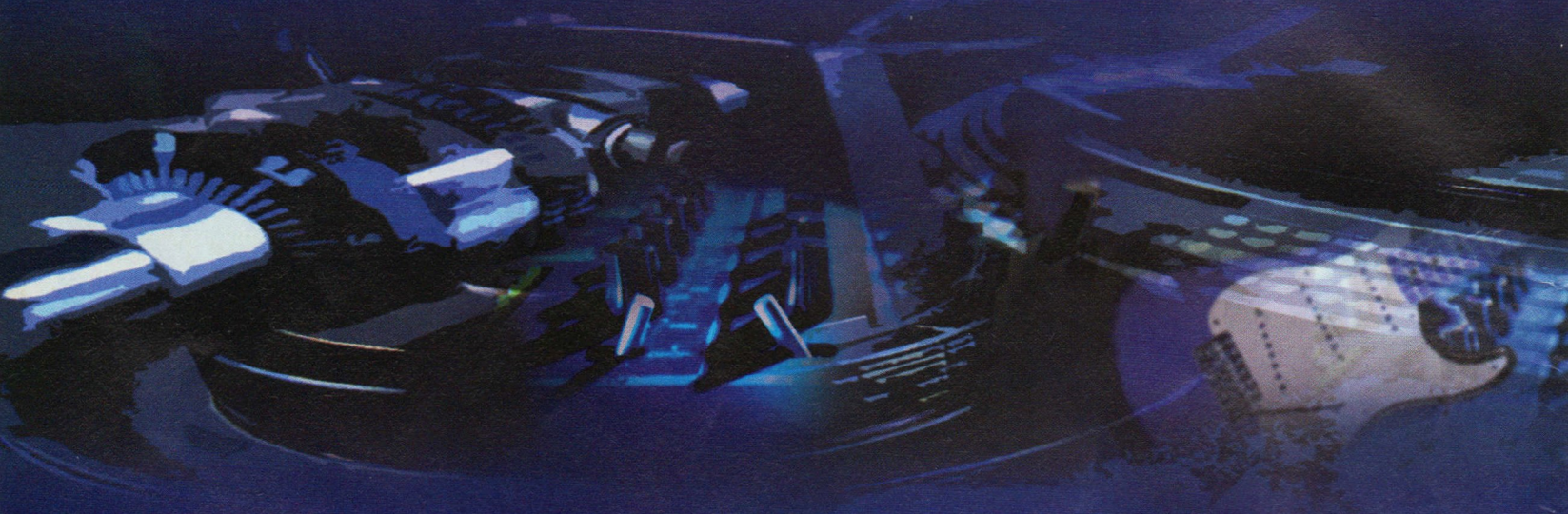

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G-MAIL

GAMING'S LOUDEST LETTERS PAGE!

SPACE RACE

Dear GamesMaster

I was playing *Starfleet Command* recently and I realised that all space games don't apply the laws of physics to how the ships manoeuvre. What should happen is if you move at a velocity in one direction then you will remain travelling in that direction until you apply a force in an alternative direction or hit a solid object because there's no friction in the weightless environment of space. Do you know of any game that applies the correct laws of motion? Maybe it would be a good idea to make a zero friction space combat game?

Sean Garland, Redcar

***Asteroids*, the vector graphics space fighter from the '70s had an inertia system based upon actual space and controlling your little craft was as easy as plaiting sand, which may be why it was dropped in favour of something less real. Still, *Donkey Kong* doesn't apply the correct rules of either monkeys or naming.**

KIDDY CRIME

Dear GamesMaster

I'm writing to complain about the ELSPA age warning on the side of some games. I have a little brother who is five who has been brought games in the past (I have to save up £30 from my pocket money) that say 'for ages 3+'. As a result I get stuck playing games like *Hercules* and *Rugrats* with him. Perhaps they should indicate what age group the game is suitable for so the parent has some idea of what their child will, or will not, be able to play.

Michael Jessey, Leeds

If it's your cash then surely you should spend it? At the end of the day ELSPA have to say what the bottom line is, a warning like '15 year olds will love this but actually it's an 18 plus' are as much use as a sandpaper bog roll. Also, if you read GM you should never buy a shod game, tell your parents to keep an eye on our ratings as well and you won't go wrong.

NOT PC WITH PC

Dear GamesMaster

Why are you so anti the PC? Okay, so they may well cost £1000+, but nearly all my friends have one and everyone knows that the best games can be found on them. I mean, could a console really handle something as sophisticated as *System Shock 2* or *Quake 3*?

PCs may also not be good at split-screen challenges, but they still have the best multi-players by far. *Goldeneye* may be good, but *Quake 3* is deathmatch at its best. As for strategy games, consoles don't even come close. The Playstation may well have *Command & Conquer*, but it's a far inferior version. And could consoles ever hope for games such as *Civilization* or *Age of Empires*?.

Also, consider the console version of PC games. *Worms Armageddon* for example – see the difference in the options available to the player?

The PC does have a very poor amount of arcade and platform games, and keeping up with the latest specifications can be difficult, but this should definitely be the choice for the hardcore gamer.

Peter Johnston, e-mail

A PC is a PC and a game console is a game console, fix that in your head for a few minutes. You see Pete, not only do PCs cost a grand or so but you aren't just talking game related gadgets you're also talking scanners, modems, speadsheets and databases and bells and whistles. All we're interested in is games and for a fraction of the cost of a PC you can play games that in some cases are a gazillion times better. We aren't hard on PCs, we're just fair. GOT THAT Pete?

A FRIEND IN NEED

Dear GamesMaster

Right I has a little story to tell.

A couple of months ago my fiancee and I decided to split up, and it was the hardest thing that I've ever had to do. And, to cut a long story short, reading your funky magazine has made it easier to get through the awkward days that followed.

So thanx GM for making the best multi-format games magazine around and the funniest monthly read – those captions for the game characters make me laugh my sack off! So enough sh@*!, and on with another letter I guess.

Big up respex!

DJ Tommyknocker, e-mail

There's a first time for everything er, Mr Tommyknocker and this is one of the first up, shouts out to GM as true console magazine (geddit, console as in game machine and console as in... oh forget it). So yes, thanks again, and now you're without a girlfriend you'll have all the more time for juggling that joystick won't you?

BLEAK BOND

Dear GamesMaster

Ah the 21st century and the dawn of a new era for both consoles and games. Or so you might think, but no. We still have to put up with stupidly constructed games from the likes of EA, Black Ops and Infogrames.

I recently invested £40 in *Tomorrow Never Dies* by Black Ops and although first impressions were good I realised (two days later after I had clocked it) that it was a waste of time. So, feeling cheated, I threw it across the room and as it smashed against the door, I rejoiced. It's my belief that the aforementioned companies are getting away with producing some terrible games. Why don't they invite some kids to their offices to test every single game and give their opinion on what will work as a finished product? This would effectively rule out future cack games.

Keith Cregan, Ireland

Well the fact is they do, all games are tested, not by intelligent violent tempered tikes like yourself though Keith. Oh no, real playtesters are round-shouldered, acne-riddled, monosylabic goonoids. Even the daylight dodging programmers fear the lack of social skills displayed by the neanderthal tester. Still, it isn't these folks fault that some games slip through the net. If a shod game hits the street it's the fact of the cynical and downright manipulative and profit-hungry corporations behind the game. Hi Sony, Hi Sega! Still, as was said earlier, read GM and you won't go scuffing that door with software any more will you? (GM88 Tomorrow Never Dies 61% "Not the Bond experience you want.")

WHEN I'M 64

Dear GamesMaster

I would like to comment on the fact that people are saying the N64 is becoming unpopular. Recently I was reading my copy of N64 magazine (a sister mag of yours) and I saw them commenting on the fact that there were around 80 four-player games. Now I know this might seem a bit trivial, but the PlayStation has around 10 and although the Dreamcast does have multi-player capabilities, none of the games so far have been as good as *Goldeneye*, *Quake 2*, *Mario Kart* or *Rage Wars*. This is still THE console for the multi-play experience and will be guaranteed a long life as a result.

Gerard Mitchell, e-mail

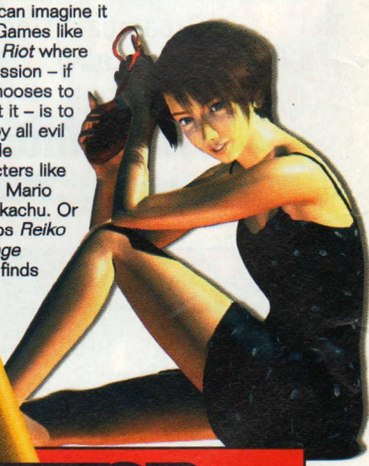
You're right, you're right, you're right. But you're also wrong too matey. Oh yes, N64 is a great multi-player console and 80 titles is fantastiche and everything but the longevity of a console cannot rest on one genre of game, the console has to be all things to all people if it's going to survive, that's why the PlayStation does so well, it ploughs the populist furrow. Also N64 didn't sell xty billion units in the first place, so it isn't dead but it has got the sniffles.

I SHOULD REIKO

Dear GamesMaster

I was just doing a little thinking (there's a first for everything). Weeellll, now that the lovely Reiko Nagasse is the PlayStation 2's mascot does this mean that she'll be appearing in loads of PS2 games? I sure hope so!

I can imagine it now. Games like *Reiko Riot* where her mission – if she chooses to accept it – is to destroy all evil console characters like Sonic, Mario and Pikachu. Or perhaps *Reiko Revenge* which finds her



STAR LETTER

Dear GamesMaster

I would like to complain about all the titles in the *Resident Evil* series. Why are there no subtitles for these games? I am hearing impaired and have got a Dreamcast and am thinking about getting *Code: Veronica* but am unsure if it will be worth buying if you are deaf. If it doesn't have subtitles like *Metal Gear Solid* on the PlayStaion, then how are people like myself supposed to follow the complex plot? Why don't programmers put an option in for cutscenes to have captions? *Shadowman*, *FF8*, and *MGS* all did, but not *Resident Evil*! I'd like to ask all your readers how they find playing import games in Japanese compared to the English translations? Well it's exactly the same for people in my position. I hope there are going to be subtitles for *Shenmue* or I am going to have some serious words with Sega.

Indy Singh, e-mail

What a massively valid point, obviously technically having a sub titles option on plot-based videogames is not only essential but also as easy as you like. Let's hope Sega heed your words Indy.

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STEP OUTSIDE

Dear GamesMaster

With games like *FF7* and *FF8* I found myself playing them for several hours at a stretch. That was until my mum laid down the law and said that I should limit my gameplay to 30 minutes at a time – all in my own best interests of course.

Anyway, I was wondering how long other gamers get on their machines as well as you guys in the GM office? My mother managed to convince me that playing games shouldn't take up the majority of my life and that I should get on with things that don't involve my PlayStation. I know you think she's managed to brainwash me, but that's not the case at all (I think) I just realised that I don't want to end up being branded a nerd.

It is for this very reason that I implore you, my fellow gamers, not to spend your whole life in front of a screen. Go get a taste of reality. Get a girlfriend, annoy your neighbours, just do anything and wake up to the fact that no graphics can beat reality.

Graham Spinks, e-mail

When you wander down the shops and your mind drifts off is that reality? No you're having a day dream where you can batter people and cop off with lovely ladies. What about when you are hungry and shove a chocolate bar down your face. Well it might be reality but all you are doing is messing with billions of receptors in your brain that change the way you feel. Watching films, reading books, going to the theatre, dreaming, day dreaming, working, playing all these things exist in different modes of reality and make up what is called your life. If you want to deny the reality of playing videogames then go ahead Graham but don't ask us to come with you. Alright?

framed for a crime she did not commit. The list of fab games featuring this babe is limitless. Come on Sony, you know these ideas are class. Just ask the other readers of GM what they want to see her up to...

Tom Smith, Enfield

True enough, the early '90s were the domain of Mario and Sonic, then came Lara before all the 'where's the gameplay?' scandal (that bizarrely hasn't yet hit) so, yes, we are looking for a post-millennial mascot and Reiko is an office favourite, we want to see *Reiko's Crazy Mood Swings* where you have to decide what's up with Reiko today.

WHAT DREAMS MAY COME

Dear GamesMaster

I recently caught some pictures of *Tekken Tag* and I have to say that they don't appear visually any better than *Soul Calibur*. If the Dreamcast drops to £150 when the PS2 comes out, I think it will be able to withstand the pressure – unlike the Saturn. However, I think the programmers need to focus on creating original games and not spend their whole time converting arcade or PC titles. Hopefully, with titles like *Shenmue* and *Code: Veronica* in the pipeline, plus the launch of on-line titles, the future looks bright for the Dreamcast.

Tom Miller, e-mail

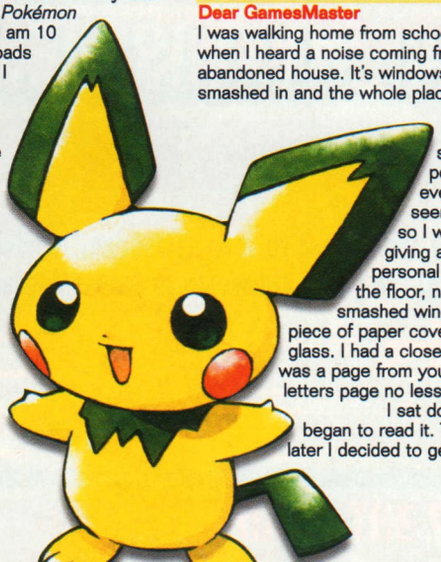
No one said the DC was pump the pressure though is going to come from the fact that Sony are shoving a gazillion pounds of marketing power behind PS2. Even that smelly bloke in the pet shop with the wandering eye who sells animals that harbour horrid secrets will own one. As well as good games and good genre coverage like the N64's multi-player speciality (see When I'm 64 over) needs publicity.

SMALL IS BEAUTIFUL

Dear GamesMaster

Some people at my school and in my local area keep saying that *Pokémon* is a game for babies. I am 10 years old and I have loads of *Pokémon* stuff that I really enjoy. They also say that me and my friend Liam, who also plays *Pokémon* on the Game Boy, are babies too. I know that in G-Mail (GM issue 91) that Richard Andrews said that the game was for youngsters, but I'd just like to say to all those *Pokémon* fans out there that the game is for older children and grown-ups too!

Michael Reidy, Solihull

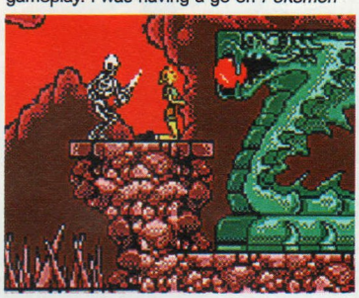


Obviously these pantwetting freaks don't realise a good thing when they see it. *Pokémon* may well be dressed up in the garb of cuteness but it's also rammed full of gameplay for all ages.

BOY POWER

Dear GamesMaster

I have been reading you magazine for a couple of years now, and not once have I heard anyone mention just how good the Game Boy is in G-Mail. Okay, so it hasn't got the greatest graphics but it does have one major ingredient that I feel is lacking in many other top-notch consoles – gameplay. I was having a go on *Pokémon*



the other day and I just couldn't leave it alone. It was so playable that I just couldn't prise my hands off the buttons. I now carry it wherever I go.

Brilliant games are rare and yet this little console has more than its fair share of them and with classics like *Metal Gear Solid*, *Tomb Raider* and *Resident Evil* all coming the machine is going to get stronger and stronger and surely deserves a bit more credit than it is currently receiving in your mag.

Daniel Viggers, e-mail

The Game Boy is amazing and there's another kick in the truth gland for Michael Reidy's *Pokémon* detractors.

CLOSE ENCOUNTER

Dear GamesMaster

I was walking home from school one day when I heard a noise coming from an abandoned house. It's windows were all smashed in and the whole place measured nine on the spooky scale. I peered in and everything seemed quiet so I waltzed in not giving a toss for my personal safety. On the floor, near a smashed window, was a piece of paper covered in glass. I had a closer look and it was a page from your mag – the letters page no less!

I sat down and began to read it. Ten minutes later I decided to get up and head home when suddenly a twig snapped in an adjoining dark room. I froze like a squirrel and looked for an escape route. The only way out was through the window behind me. I heard footsteps approaching and all those memories of watching The Exorcist came flooding back!

Without hesitation I dived through the window and rolled across the ground outside. I leapt to my feet and realised that I'd just tumbled through a pile of dog doo. I took to my heels, but grabbed one last look at the spooky house. Two red eyes stared out at me through the broken window! My jaw dropped and I pelted home as fast as I could. And that's how I became a GamesMaster reader.

Michael Smith, Leeds

Welcome Michael, you obviously think yourself special but as we are all aware what you experienced was the GamesMaster initiation ceremony. We've ALL been to the spooky house... not everyone makes it as far as the dog doo though. Well done, you now have the power to see the mag in the shops and are thus compelled to buy it forever...

MENTAL GEAR

Dear GamesMaster

I am writing about the thrillennium special in GM issue 90. Well first I want to say it was great but there's one thing I can't understand. Why did you exclude the Sega GameGear from your list of consoles? I mean what's up? The GameGear had some great games on it and it was in colour. It was also the first handheld games machine to have a TV tuner! So if you could include the Virtual Boy and the Atari Lynx (which were both crap), why can't you put the GameGear in there as well eh?

Aidan Davin, Kenya

We did it because we wanted to see who noticed alright? Well done Aidan, and thanks for telling everybody, yeah cheers.

GO SEGA GO

Dear GamesMaster

I think Sega definitely need to concentrate on getting some quality on-line games up-and-running as soon as possible, before people lose interest and wander to the realm of Sonydom. They need to get their games out faster than they have been – that goes for peripherals too! And they need to make a bigger thing about the Internet access and crank up the multi-player capabilities of the machine.

Above all though they need to do what they do best which is to develop the best games around rather than worry about what Sony are up to. And from what I have seen (which is quite a lot) Sega don't have much to fear with Sony's unoriginal titles like *Tekken Tag Tournament*, *Gran Turismo 2000*, *Ridge Racer 5* and *Final Fantasy*.

Nick Buckley, Crowborough

Sounds like you should take that Post Grad in Economic Theory and Practice Nick, you're ready. And yes companies fighting to make us love them is A Good Thing™

GiMME ANSWERS!

AMERICAN PIE

Dear GM

Just a quick letter to find out one thing. What is the address of Nintendo's HQ in the US of A?

Daniel Jones Jr, Norwood

Nintendo of America Inc.
4820 150th Ave NE, Redmond, WA 98052, U.S.A.
Don't forget to say hello from GM.

BAD ASS BACK STAGE

Dear GM

You said in GM issue 90 that in *WWF Smackdown* you could only fight to the Titantron, but I've see pictures that show the wrestlers fighting backstage? Eh?

Wayne, Cowplain

In standard matches you *can* only fight as far as the Titantron at the top of the aisle. Pick a Falls Count Anywhere match though and you can access all the bacstage areas. (See our review on page 108.)

AFRICAN CONNECTION

Dear GM

Hey, can you help me? Is there any chance you could let me know if I can go on-line with my Dreamcast here in Kenya

Faiz Ali Taib, Kenya

Unfortunately, Sega haven't set that up yet but we'll keep you posted about what's happening.

LOST IN MUSIC

Dear GM

I recently got all 150 Pokémon and what did I receive? A poxy diploma that's what. Please say there's something else before I go completely off my rocker!

James Taylor, e-mail

You know what you want. You want to get the 151 Pokémon Mew. He's so secret you can only download him at a special Pokémon roadshow event due to hit the UK this summer. (See page 11.)

AND REMEMBER...

YES, PLEASE	PLEASE... NO!
YES! What would you do for a PlayStation 2? Nothing kinky!	NO! No phoning for tips. Send your queries to Consoletation Zone.
YES! What PS2 launch title are you most looking forward to?	NO! No SAEs. We don't have the time for personal replies.
YES! More creative stuff from your deranged minds. Get scribbling.	NO! No arguing with GMs definitive review scores.

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NEXT MONTH

REVIEW!
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Alundra
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Ball Blazer Champions
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Blasto
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Bloody Roar 1 & 2
Bomberman World
Brian Lara Cricket
Bubble Bobble
Bubsy 3D
Bugs Bunny: Lost in Time
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Casper
Castrol Honda Superbike
Cheesy
Chronicles of the Sword
Circuit Breakers
Civilisation 2
Colin Mcrae Rally
Colonization
Colony Wars
Command & Conquer, Red Alert & Retaliation
Constructor
Contra Legacy of Wars
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Courier Crisis
Crash Bandicoot 1, 2 & 3
Crime Crackers
Crime Killer
Criticom
Croc & Croc 2
Crow City of Angls
D
Dark Forces
Dead Ballzone
Dead or Alive
Death Trap Dungeons
Descent Maximum
Destruction Derby 1 & 2
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Diablo
Die Hard 1, 2 & 3
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Disruptor
Doom
Dracula X-Nocturn in the Moonlight
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Driver
Duke Nukem, Time to Kill & Total
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Eliminator
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Evil Zone
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Exhumed
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Ninja
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ODT
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One
Overblood
Overboard
Pandemonium 1 & 2
Parasite Eve
Pitfall 3D
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Populous the Beginning
Porsche Challenge
Power Move Pro Wrestling
Pay Pay
Premier Manager '98 & '99
Rage Racer
Rally Cross
Rapid Racer
Rascal
Ray Tracers
Rayman
Rebel Assault 1 & 2
Reboot
Re-loaded
Resident Evil 1, 2 & Directors Cut
Ridge Racer 1 , Revolution & Type 4
Rival Schools
Riven: Sequel To Myst
Road Rash & Road Rash 3D
Rogue Trip
Roll Cage
R-Type Delta
Rugrats
Samurai Showdown 3
San Francisco Rush
Shadowman
Shadowmaster
Shellshock
Silent Hill
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Soviet Strike
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Spice World
Spider
Spyro the Dragon
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Star Wars: Master of Kesai
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Street Racer
Street Skater
Suikoden
Swagman
Syphon Filter
T'ai Fu
Tekken 1, 2 & 3
Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5 & Off Road
Theme Hospital
Theme Park
Three Lions
Tiger Shark
Tiger Woods
Time Crisis
Tobal No. 1 & 2
TOCA 1 & 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3 & 4
Tomba
Tommi Makinen Rally
Tony Hawks Pro Skater
Top Gun
Total Drivin
Total NBA '97
Treasures of the Deep
Tunnel B1
Twisted Metal 1, 2 & 3
UEFA Champions League
Vigilante 8
V-Rally 1 & 2
War Craft 2: The Dark Saga
War Games
War Gods
War Hammer: Dark Omen
Warhawk
Warzone 2100
WCW Nitro
WCW vs N W O Thunder
WCW vs The World
Wild 9
Wild Arms
Wing Over
Wipeout, Wipeout 2097 & Wip3out
World Cup '98
World League Soccer '98
Worms
Wreckin Crew
Wu Tang
WWF Attitude & In The House
WWF War Zone & Wrestlemania
X men vs Street Fighter
X-Com Terror from the Deep
Xenogears
Z

DREAMCAST

A Life
Aero Dancing featuring Blue Impulse
Air Force Delta
Blue Stinger
Buggy Heat
Cool Boarders Burrn
Daytona USA 2
Dynamite Deka
Elemental Gimmick Gear
Evolution
Flag to Flag
Get Bass
Giant Gram All Japan Wrestling
Godzilla Generations
House of the Dead 2
Hydro Thunder
In Nippon Budokan Giant Gram
Incoming
King of the Fighters Dream Match '99
Marvel vs Capcom
Metropolitan Highway Battle
Monaco Gran Prix
Mortal Kombat Gold
NFL 2K
NFL Blitz 2000
Pen Pen Tri Icelon
Pop n' Music
Powerstone
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Puyo Puyo
Ready to Rumble Boxing
Redline Racer
Sega Rally 2
Seventh Cross
Shotuko Highway Battle
Sonic Adventure
Soul Calibur
Street Fighter 3 & Alpha
Super Speed Racing
TNN Motorsports Hardcore Heat
Trickstyle
Virtua Fighter 3tb

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Kingpin
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Premier Manager 1 & 3
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Rampage World Tour
Rats
Rugrats
Samurai Showdown 3
Small Soldiers
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Star Trek: Next Generation
Star Wars: Empire
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